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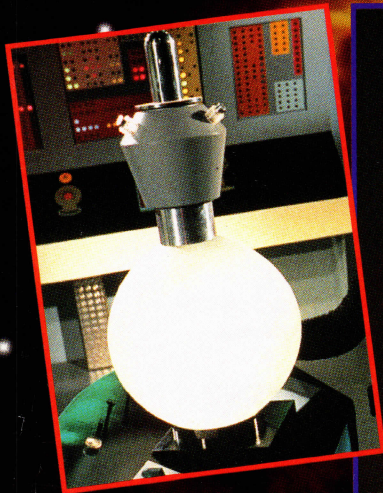
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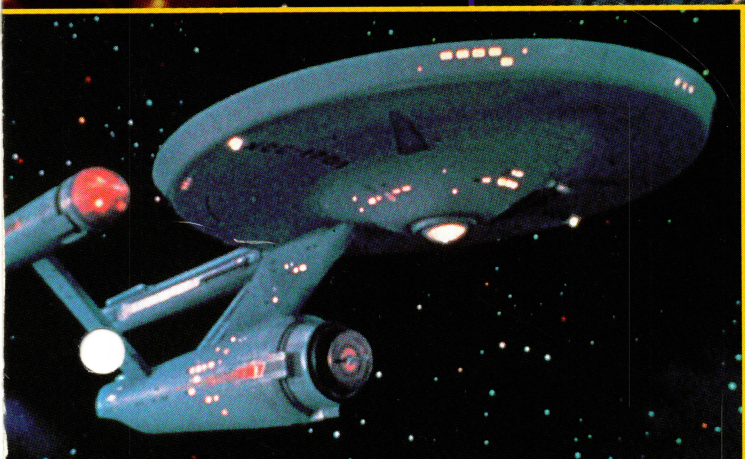
Cloaking Devices
Forbidden technology revealed

Tachyon Detection Grid
How to spot a cloaked Romulan

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'Parallax' and 'Time and Again'



Kirk & The Prime Directive
The legendary captain who bent the rules



U.S.S. ENTERPRISE NCC-1701
Detailed fold-out plans

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9 771364 398003



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CONTENTS: PART 5

The Guide to the STAR TREK Galaxy

The FERengi ALLIANCE
The FERengi Race
The KLINGON Alphabet and Language

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701: Introduction
The Tachyon Detection Grid

Non-FEDERATION Starships

ARCTUS BARAN's Pirate Ship

Personnel Files

CAPTAIN JAMES T. KIRK and the Prime Directive
DATA's 'Family'

Equipment & Technology

CLOAKING DEVICE: Deployment

Starship Log

STAR TREK - 'Mudd's Women'/'The Enemy Within'
STAR TREK: VOYAGER - 'Parallax'/'Time and Again'
STAR TREK GENERATIONS - Part 2

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NEXT WEEK:



The Guide to the STAR TREK Galaxy

The STAR TREK Timeline (Parts 5 & 6)
24th Century Earth

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-D:
Type-7 Shuttle 'Sakharov'
Wargame Exercises

Non-FEDERATION Starships

FERengi MARAUDER
KLINGON BIRD-OF-PREY

Personnel Files

DR. JULIAN BASHIR in the Holosuite
MILES O'BRIEN on DEEP SPACE NINE

Equipment & Technology

The HOLODECK

Starship Log

STAR TREK: THE NEXT GENERATION -
'All Good Things'
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'Duet'/'In The Hands of the Prophets'
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The Guide to the STAR TREK Galaxy

FILE 14

CARD 1



THE FERengi ALLIANCE

Ferenginar is home to the Ferengi people, legendary galactic traders. The culture is steeped in tradition, but, unlike the Klingons and their codes of honor, Ferengi traditions always point toward profit.

Ferenginar, the homeworld of the Ferengi, is a **Class-M** planet with a much thinner atmosphere than most planets in this category.

Ferengi culture is entirely based on capitalism. Social standings, military ranks, and political status are determined by wealth and the influence it can buy. If you visit Ferenginar, bring plenty of gold-pressed

latinum. Everything else is irrelevant.

The tallest building on Ferenginar is the **Tower of Commerce**, which is the headquarters of the FCA – the **Ferengi Commerce Authority**.

The Ferengi live by a strict code of honor, though its ethics might be questionable from many other races' point of view. These guidelines are laid out in the **Ferengi Rules of Acquisition**. Its words are

memorized by Ferengi children, who are expected to repeat them on command.

Ferengi philosophy

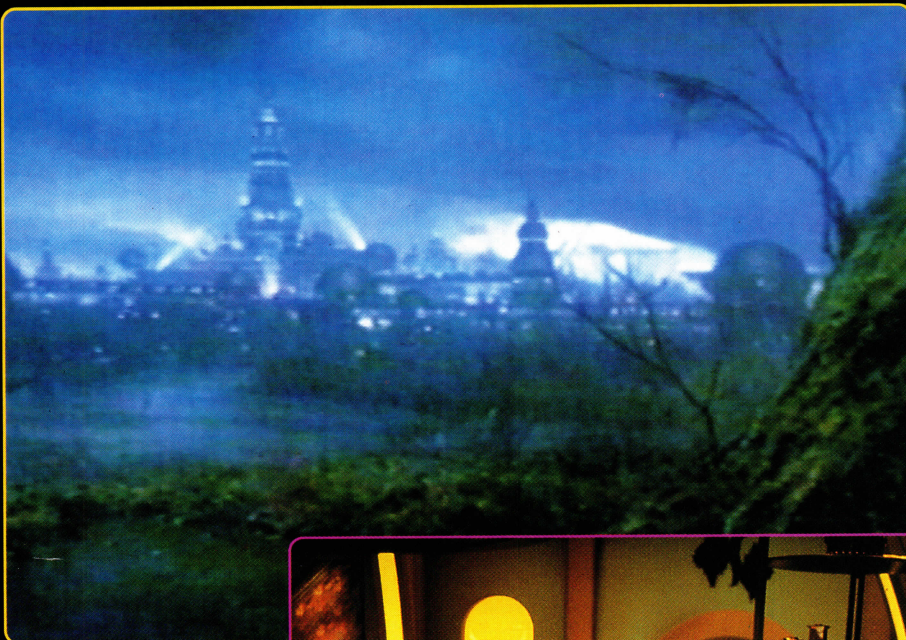
The Rules of Acquisition consist of the 285 guiding principles that form the basis of Ferengi business philosophy – a philosophy that has enabled the Ferengi people to become the most successful entrepreneurs in the galaxy.

Although they appear simple, Ferengi business schol-



The Ferengi are guided throughout their lives by the business-minded Rules of Acquisition – 285 codes of business practice. These are memorized by all Ferengi and quoted whenever relevant.

FERENGINAR: FERengi HOMEWORLD



Tower of power

The Tower of Commerce stands bathed in light. A monument to free enterprise, the Tower hosts the Ferengi Commerce Authority (FCA), the ruling authority on business and government.



Planet	Ferenginar
Class	M
Quadrant	Alpha
Also known as	Ferengi Homeworld

Native name	Ferenginar
Primary star	Unknown
Surface	Unknown
Atmosphere	Thin
Description	Humid
Moons	Unknown
Life Forms	Humanoid
Important Features	Homeworld of the Ferengi people. Most prominent building is the Tower of Commerce.
Starship Log	STAR TREK: THE NEXT GENERATION 'The Last Outpost', 'The Battle', 'The Loss'; STAR TREK: DEEP SPACE NINE 'Emissary', 'The Forsaken', 'Rules of Acquisition', 'The House of Quark'; STAR TREK: VOYAGER 'False Prophets'

At home

The Ferengi, despite their wealth, are not overly ostentatious. Homes are tastefully bedecked with various items of crockery and vases. Many are decorated in gold tones, presumably in homage to their favorite currency, gold-pressed latinum.



The Guide to the STAR TREK Galaxy

FILE 14

CARD 1



THE FERengi ALLIANCE

Union leader

Rom is normally weak-willed, except when the right opportunity comes along – like his attempt to unionize Quark's bar.

trading operation on **Deep Space Nine**, a former **Cardassian** space station near the planet **Bajor**, and gateway to the **Bajoran Wormhole** and the **Gamma Quadrant**. The Ferengi are not part of the Federation, and they obviously see contact with new races as an opportunity for profit.

Ferengi head covers, the Arabesque cloth seen on the back of some Ferengi heads, are a military designation and are not normally worn by civilians. Although they possess technology and weapons on a scale with most Federation races, the Ferengi are not a military threat as, say, the **Klingons**, because Ferengi leaders more often 'buy'



Starfleet Ferengi

Quark's nephew Nog is, like his grandmother, looking to make a break with tradition: he is trying to graduate from Starfleet Academy, and seems to be more than up to the task.

target's pheromones. These bombs detonate a fatal **sorium argine** explosive upon impact.

Profit in Ferengi society even reaches into death. Important Ferengi are turned into green powder – and sold as a collector's item on the **Ferengi Futures Exchange**.

Life after death

Ferengi death rituals strictly prohibit autopsies. The Ferengi believe one of two things happens to them when they die. They hope to go to the **Divine Treasury**, which is made of pure latinum, where the **Blessed Executor** and **Celestial Auctioneers** let

FERengi FACTS

It is usually money rather than merit that puts a Ferengi in a position of power, whether it's the military, business or politics.

Quark's mother shocks Ferengi society by appearing fully clothed.

The first Ferengi Rule of Acquisition states: 'Once you have their money, you never give it back.'

ars have been interpreting and debating the rules for thousands of years. Every Ferengi business transaction is governed by these Rules of Acquisition, to ensure a fair and honest deal for all parties concerned. Well, most of them, anyway.

Commercial deals

After first contact with the Federation at **Delphi Ardu** in 2364, the **Ferengi Alliance** see great economic opportunities and quickly assimilate themselves into Federation commerce. A good example is the Ferengi, **Quark**, who establishes a bar and interstellar

them bid on their new life. But if they die before turning a profit in their business, they go to the **Vault of Eternal Destitution**.

Since the Ferengi are capitalists, virtually all their leaders are in place because of their cunning and wealth. The **Grand Nagus** can be considered such a leader. The Nagus is often identified as the Ferengi master of commerce. He wields extreme power over Ferengi business, controlling the status of trade territories and other commercial opportunities. The first Grand Nagus was named **Gint**. He committed the first Rule of Acquisition to parchment and labeled it number 162, as a marketing ploy to increase the value of the first 161.

The Grand Nagus is protected by **Hupyrian** bodyguards, members of a race of tall humanoids known for their absolute devotion to the masters they serve.

FERengi ROLES



Renegade

Quark returns to Ferenginar to the home of his mother Ishka when she gets into trouble with the Ferengi Commerce Authority by wearing clothes and taking profit – both of them forbidden for women.



Studying hard

Nog has been an enthusiastic student at Starfleet Academy – sometimes too enthusiastic. Whereas Jake Sisko once had to encourage him to work, he now finds that Nog needs to be reminded to relax more often than he does to study.

Height and habits

The Ferengi are unusually short for a humanoid race, averaging about 1.5 meters in height. They are sometimes stooped and have a habit of rubbing their hands together. Some military personnel wear furs.



OTHER CARDS IN THIS FILE...

- 1 THE FERengi ALLIANCE
- 2 THE FERengi RACE
- 3 FERengi RULES OF ACQUISITION
- 4 FERengi TRADITIONS
- 5 FERengi LEISURE
- 6 FERengi CONFLICTS

SEE OTHER FILES...

THE FERengi FLEET	File 37
FERengi PERSONNEL	File 51
FERengi WEAPONS	File 60
STARSHIP LOG	Files 69-71



The Guide to the STAR TREK Galaxy

FILE 14 CARD 2



THE FERENGI RACE

The Ferengi are a technologically advanced race of ruthless capitalists who will stop at nothing to make a profit. Their females, though, are not allowed to take part in this aspect of their own culture.

The Ferengi are a humanoid race with several unique and distinguishable physical characteristics. The most obvious are their extremely large ears, which probably resulted from their homeworld having a much thinner atmosphere than most **Class-M** planets. Ferengi are also quite short for a humanoid race, with the average height of an adult male being around 1.5 meters.

They have distinctive orange-bronze colored skin and no visible body hair – until old age, when hair pro-

trudes from the ears. Their teeth are pointed and irregular in shape.

The other physical characteristic of the Ferengi is not visible, but has been extremely important to the growth of Ferengi society. They possess four-lobed brains which cannot be read by telepaths. This has given them a unique advantage that has enabled them to become a race of galactic merchant traders without peer.

Legendary dealers

Their reputation for wheeling and dealing has become legendary throughout several quadrants.

The Ferengi culture is, in fact, based entirely upon capitalism; they can be considered the Robber Barons of the spaceways. In Ferengi society, there are no limits to what money can do. You can even buy yourself out of prison. Even Ferengi social standings, military ranks, and abilities are based on wealth and ruthlessness, all of which are considered admirable traits in a Ferengi male.

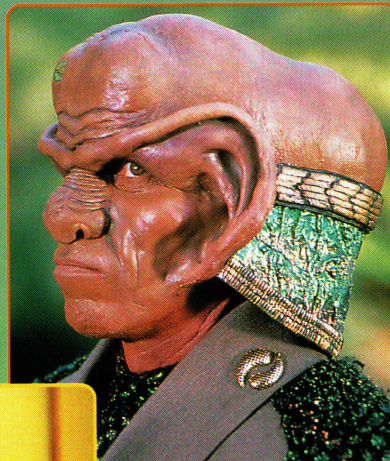
Female property

On the other hand, Ferengi females have a very different lot in life.



The Ferengi are known to strike a hard bargain due to their natural love of profit. The currency of choice for a Ferengi is gold-pressed latinum.

The Arabesque headgear is worn primarily by members of the Ferengi military. Their huge earlobes are extremely sensitive, and feature prominently in their love-making.



THE FERENGI RULER



The Grand Nagus

The Grand Nagus represents the pinnacle of the Ferengi hierarchy. He is the most astute businessman on Ferenginar and is able to amend or add to the Rules of Acquisition. Although the current Nagus, Zek, had a brief flirtation with changing the way the Ferengi do business (to a more truthful form), he eventually reverted to his Ferengi ways.

In his image

Grand Nagus Zek is fond of carrying a cane of gold-pressed latinum with a sculpted likeness of himself. Zek went so far as to fake his own death in order to determine whether his son, Krax, would be a suitable Nagus.



Ferengi society is totally patriarchal and women are treated as property, with no economic or social rights. They can be bought and sold with little regard for their own desires, and seldom leave the Ferengi homeworld of **Ferenginar** – or even their own homes. Forbidden by law to own or wear clothing, Ferengi females serve at their male owner's plea-



The Federation's first direct contact with the whip-wielding Ferengi was on the planet Delphi Ardu in 2364.

sure, even to the point of pre-chewing food for husbands and sons.

Since Ferengi are capitalists, it is natural that their leaders achieve their positions because of wealth; therefore the **Grand Nagus**, one of their most powerful leaders, is also identified as the Ferengi master of commerce. The Nagus has extreme power over Ferengi business, controlling the status of trade territories and other commercial opportunities. Other leaders are in place because of their wealth rather than achievements, even the **DaiMons**, who are the equivalent to starship captains.



The Guide to the STAR TREK Galaxy

FILE 14 CARD 2

THE FERENGI RACE



Rampant sexism

Ferengi males are extremely sexist, not only in their domineering posture toward their own women but to the females of any race. They are attracted to all women, and have been known to go to extreme lengths to attract them; despite their misogynist outlook they enjoy foreplay. A common form of this is **oo-mox**, a gentle massaging of the ears – Ferengi ears are one of their most

erogenous zones.

The **Federation** do not realize it at the at the time, but they first make contact with the Ferengi at the **Battle of Maxia** in 2355; official contact is not made until 2364. For a while, the Ferengi are considered a hostile race.

Open for business

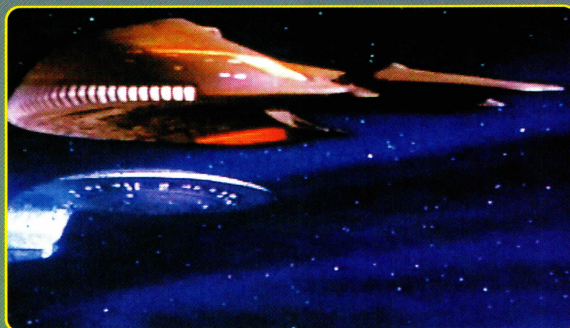
More recently relations with the Federation have been improving, and the Ferengi have even attempted to begin trading in the **Gamma Quadrant**. They consider this unexplored region of space as an opportunity to 'corner the market' on trading with new races.

Ferengi technology is nearly equivalent to 24th century Federation technology, and several Ferengi vessels have been encountered. These include the **Marauder**, which is starship type. The crew is estimated at 450, and the ship is a sophisticated vessel equipped with missiles and plasma-

energy burst weapons.

Two-man **Ferengi pods** are carried by **Marauders** as shuttle craft. Elsewhere, they are used for short-range transport.

The Ferengi also have cargo ships. The first Federation encounter with such a vessel was in 2368 in the **Hanolin** asteroid belt, when wreckage was found.



A FERENGI MARAUDER flies alongside the U.S.S. ENTERPRISE NCC-1701-D in 2364 after DaiMon Bok returns Captain Picard's old ship, the U.S.S. STARGAZER, to him.

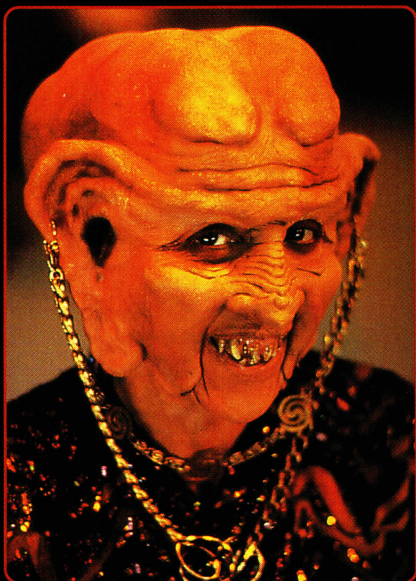
FERENGI FACTS

The blue hand-held Ferengi whip uses a high energy plasma discharge to disable enemies.

Telepaths, such as Betazoids, have trouble mind-reading the four-lobed Ferengi brains.

The FERENGI MARAUDER uses a high-energy plasma burst as its main ship's weapon.

THE HOUSE OF QUARK

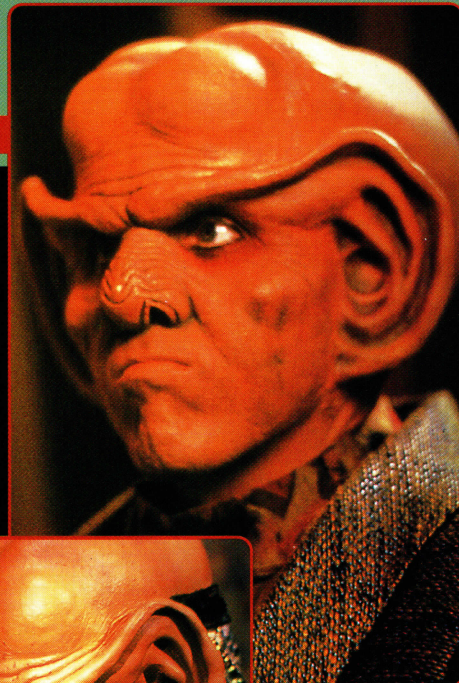


At times Rom wants to kill his brother Quark; at other times he shows great affection. Their relationship is always under strain, but Rom appears to grow in confidence daily.

Quark and Rom's mother Ishka breaks with tradition and chooses to wear clothes and make her own profit, thus causing her offspring much stress and embarrassment.



Quark stands as the patriarchal figure in his family. His brother Rom, who now works as an engineer for Chief O'Brien on DEEP SPACE NINE, isn't as astute a businessman. He leaves making profit to Quark.



Quark's nephew Nog, who is good friends with Captain Sisko's son Jake, is attempting to be the first Ferengi in Starfleet.

**CARD 3**

KLINGON ALPHABET AND LANGUAGE



Klingon Alphabet


Words of more than one syllable contain at least one stressed syllable. This is uttered in a higher pitch and with forcefulness.





Example of Klingon writing

ॐ नमो भगवते वासुदेवाय ॥
 नमो भगवते वासुदेवाय ॥
 नमो भगवते वासुदेवाय ॥

KLINGON FACTS

 The actual name of the language is Klingonese.

 In 2267, Korax, a Klingon, stated that half the quadrant was learning the language in preparation for Klingon domination.

 A mediator, Riva, introduced Klingons to the term 'peacemaker'.

Clipped Klingon

This is an abbreviated form of speaking that is deemed a virtue in military contexts. Most Klingons drop prefixes in certain situations. For example, in command situations the full Klingon imperative, "chuyDah yllaQ" (literally, "Fire the thrusters") becomes clipped to simply "chuyDaH" ("Thrusters!"). In situations of duress, prefixes are also dropped, so the full statement "qama'pu' v'ljonta'v'neH" ("I wanted to capture prisoners") becomes, in clipped Klingon, "qama'pu' jonta' neH" (literally, "Wanted prisoners!")

English

Outside the Empire, most Klingons speak English. Inside, it is also spoken to show off status – those who study it are most often high-level government and military officials. English is also used to keep others, such as servants and low-ranking soldiers, out of the know.



The Guide to the STAR TREK Galaxy

FILE 11

CARD 3



KLINGON ALPHABET AND LANGUAGE

Useful Klingon expressions

ENGLISH

Yes

No

Do you speak Klingon?

Beam me aboard!

Surrender or die!

Always trust your instincts.

Revenge is a dish which is best served cold.

Does it bite?

Success!

KLINGON

Hlja' or *HISlaH*

ghobe'

tlhIngan Hol Dajatlh'a'

Hljol

bljegghe'chugh vaj blHegh

Duj tlvoqtaH

bortaS blr jablu'DI'reH

QaQqu' nay'

chop'a'

Qapla'

ROUGH

PRONUNCIATION

khi-JA or khish-LAKH

gho-BE

TLIngan khol da-jatl-A

khi-JOL

bi-jegh-BE-choogh vaj bi-KHEGH

dooj ti-VOK-takh

bor-TASH bir rekh kkhakkh-KOO ny

chop-A

kkhap-LA

NOTE: In the list above, stressed syllables appear in capital letters.

Nouns, verbs & suffixes

Nouns can be followed by as many as five suffixes (actually five different categories of suffixes), but are never preceded by a prefix.

Verbs can have prefixes and up to nine categories of suffix.

Most suffixes begin with a consonant except "oy", which, when added to a word, denotes a term of endearment.

How to learn Klingon

The only way to learn to pronounce Klingon is via direct contact and conversation with Klingons. Otherwise, an incorrect accent results.

Common terms

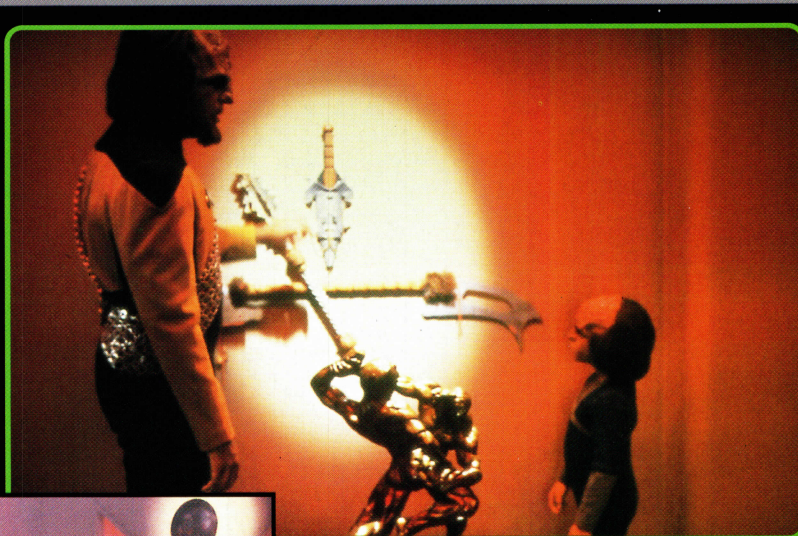
There are no casual greeting words in the Klingon language. Klingons

are blunt and direct and begin discourse by stating the matter utmost on their mind, for example: "What do you want?" in lieu of "Hello."

Cursing is an art among Klingons, and one they

revel in. For example, by simply adding 'jay' to the end of a sentence, the entire sentence becomes an invective. For example, "qaStaH nuq jay" translates as "What the @\$! is happening?"

KLINGON CULTURE AND LANGUAGE



Learning

The Klingon language is inexorably tied to their culture. Even Worf, a Starfleet officer, feels it is his duty to educate his son Alexander – sometimes a reluctant Klingon – in the traditions of his heritage, and is determined that he should be fluent in the language of his forefathers.



Klingon Language and Diplomacy

Captain Jean-Luc Picard of the Federation is chosen as the Arbiter of Succession, partly due to his fluency in Klingon. Like all great diplomats, Picard is well versed in several languages.



Klingon numbers

0	pagh
1	wa'
2	cha'
3	wej
4	loS
5	vagh
6	jav
7	Soch
8	chorgh
9	Hut
10	wa'mah



STARFLEET ACADEMY

COMBAT TACTICS

TACHYON DETECTION GRID

Situation:

The Federation suspects Romulan interference in the affairs of the Klingon homeworld, but cannot prove it.

Factors:

- The Romulans want to disrupt the Federation/Klingon alliance.
- How does the Federation confirm their suspicions that cloaked Romulan ships are being deployed?

Courses open:

1. Accuse the Romulans without

supporting evidence.

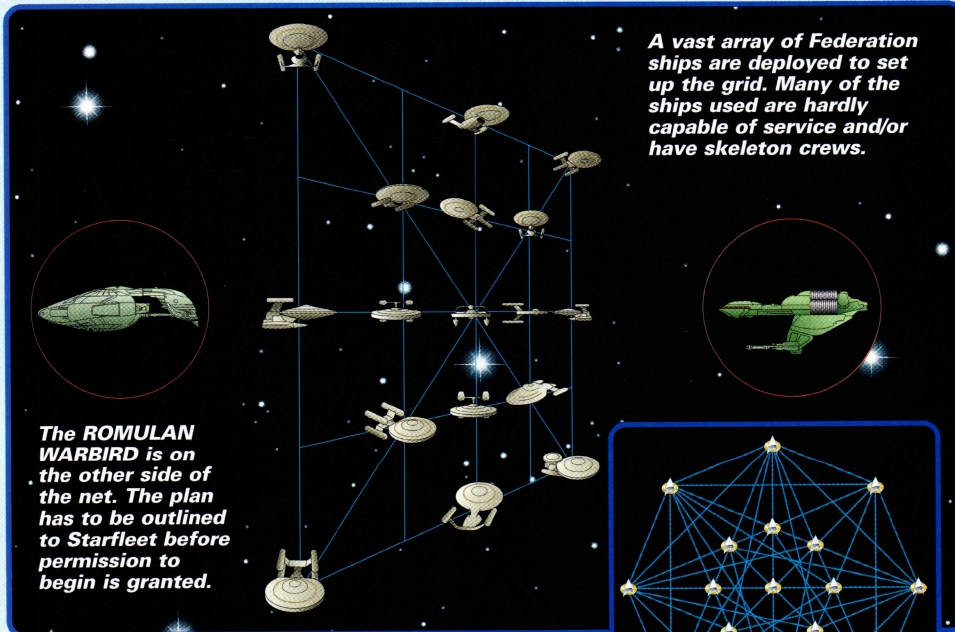
2. Leave the Klingons to their own devices.
3. Assist the Klingons and establish a means of proving Romulan subterfuge.

Plan:

- Convince **Starfleet** that a Tachyon Detection Grid is a viable option, and implement without delay.
- Set up grid with the 20 closest Federation ships.
- Await possible Romulan incursions into non-aligned space.



▶ The U.S.S. ENTERPRISE NCC-1701-D leads a flotilla of Federation starships preparing to set up the Tachyon Detection Grid. The group of 20 ships includes Data's first command, the U.S.S. SUTHERLAND.



The ROMULAN WARBIRO is on the other side of the net. The plan has to be outlined to Starfleet before permission to begin is granted.

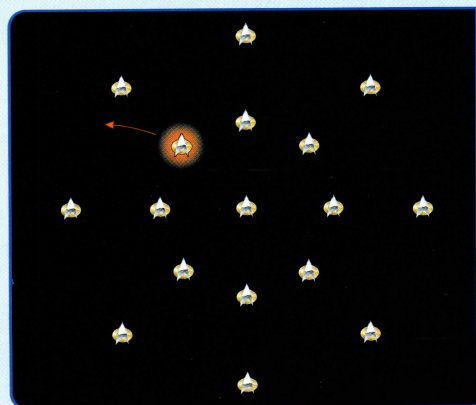
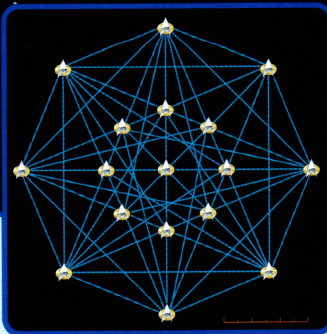
A vast array of Federation ships are deployed to set up the grid. Many of the ships used are hardly capable of service and/or have skeleton crews.

▶ A schematic drawing of the Tachyon Detection Grid shows the Federation ships in place with the tachyon pulse being sent to other ships in the grid. A ROMULAN WARBIRO penetrating a tachyon beam would prove the Federation right in their suspicions.

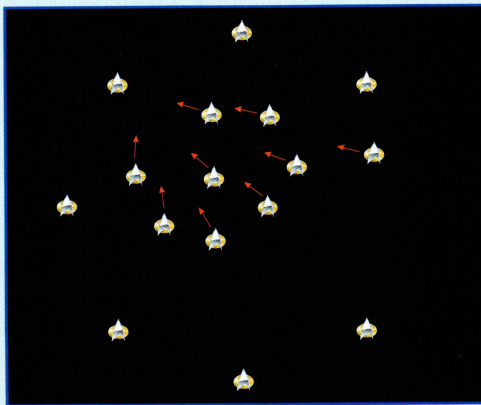
The installation of Gowron as Klingon High Council leader has provoked unrest on the Klingon homeworld. Lursa and B'Etor, sisters from the disgraced House of Duras, are willing to deal with the Romulans to regain their power. The Romulan Empire, eager to disrupt the Federation/Klingon alliance, secretly backs the Duras sisters, providing supplies and weapons. The dilemma is: how can Starfleet prove the presence of cloaked Romulan ships?

Chief engineer Lieutenant Geordi La Forge provides a bold plan involving dozens of Starfleet vessels, utilizing faster-than-light tachyon beams. Geordi's idea is to position the ships at predetermined intervals near the Klingon/Romulan border. Then each ship will send out a tachyon beam to the ships nearest to them, thereby creating a tachyon net. The theory is that when a cloaked Romulan ship interrupts one of the invisible tachyon beams, sensors will detect this and report the Romulan ship's location.

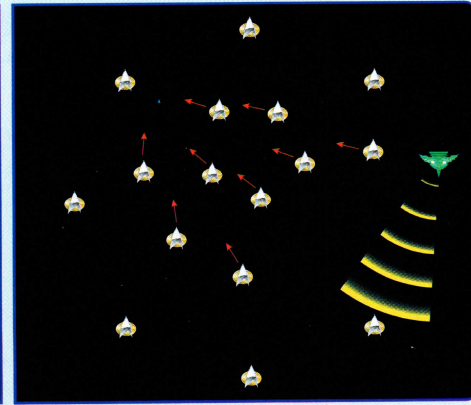
▶ A schematic breakdown of the Tachyon Detection Grid shows the Federation ships sending out their tachyon pulses to each other. The Romulans have their own ideas as to how the grid can be disrupted, and fight fire with fire – or tachyons with more tachyons.



▶ Captain Picard, commander of the ENTERPRISE, chooses to have a ship break the tachyon grid and thus lure the Romulan ships through the hole.



▶ The other ships reconfigure to account for the tachyon gap. The Romulan commander, Sela, doesn't go for the deception, and instead has ideas of her own.



▶ The U.S.S. SUTHERLAND, commanded by Data, is the target of a massive tachyon burst in the Romulans' attempt to throw the Starfleet armada off the trail.



FILE 19 A Guide to FEDERATION STARFLEET

At this time, Starfleet vessels are scattered throughout the quadrant and most are much more than a day's travel from the Klingon/Romulan border. However, every available ship is put to work. In all, 20 Starfleet ships participate in Geordi's tachyon web.

Command crews from ships prematurely yanked out of Spacedock and construction yards are brought up to strength alongside the **U.S.S. Enterprise NCC-1701-D**. Even Data is eventually given command of a ship, the **U.S.S. Sutherland**.

Casting the net

With the fleet in place at the border, the tachyon beams are activated; the net is thrown. Geordi's theory is proved when five cloaked Romulan ships are detected.

The Romulan force, led by **Commander Sela**, thought to be the daughter of **Tasha Yar**, soon discovers the tachyon net. However, she is at a loss as to how to avoid it. Evasion is critical since additional Romulan supply ships are

approaching, and the Romulans are desperate to keep their involvement secret. All Romulan ships hold their positions, waiting for a new plan.

Captain Picard decides to break the stalemate by allowing one of his ships to accidentally create a hole in the tachyon net. However, Sela recognizes the trap and refuses to bite.

Sela reasons a part of the tachyon detection grid can be negated by flooding it with a massive tachyon pulse. The interference will provide her ships with safe, undetected passage. Her target is the area where the *Sutherland* is positioned – **Data's** ship.

Countermeasures

Data, at his first command – the first command ever for an android – is saddled with a resentful crew who don't trust a machine. But he is resolute, and not about to give up command so easily.

When Sela's tachyon pulse hits, the sensors on Starfleet ships are jammed and can't detect

Romulan vessels passing through their tachyon beams. Sela's ships begin to escape as Picard orders all Starfleet ships to reassemble the net in front of the Romulan vessels.

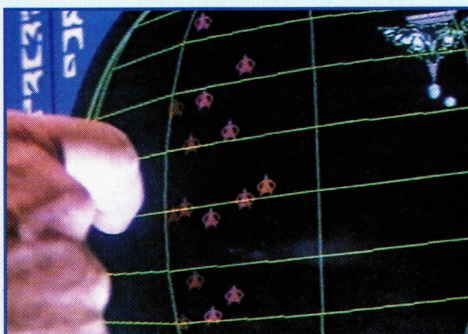
Data ignores Picard's orders, realizing each Romulan ship, now covered with subatomic tachyon particles, will be likely to have a detectable residual tachyon signature. He orders the *Sutherland's* sensors to detect ionized particle traces. Using this approach, he is able to get a fix on the Romulan ships. Then, after he orders his crew to reconfigure photon torpedo warhead yields to emit a level-six high-energy burst, the Romulan tachyon traces are targeted. Ignoring Picard's demands that he rejoin the net, Data orders the *Sutherland's* torpedoes to be fired.

The reconfigured torpedoes light up the Romulan ships within the tachyon sensor haze. With the whereabouts of a number of her vessels now revealed, Sela quickly withdraws Romulan support and leaves the Duras sisters to fend for themselves.

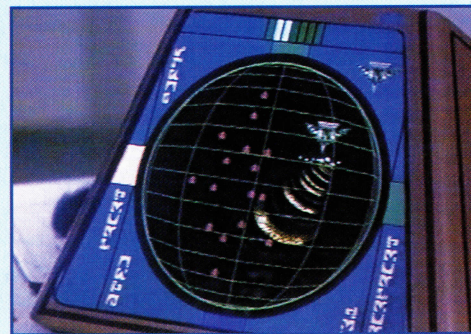
TACHYON DETECTION GRID - STEP BY STEP



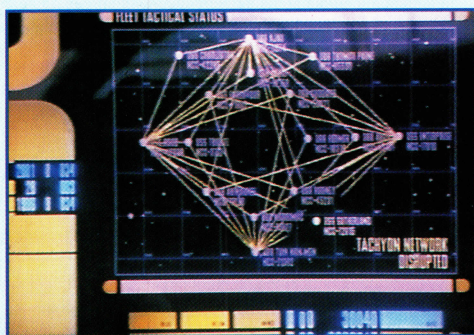
▲ **Captain Picard monitors the setup of Federation ships deployed to detect cloaked Romulan ships in Klingon space.**



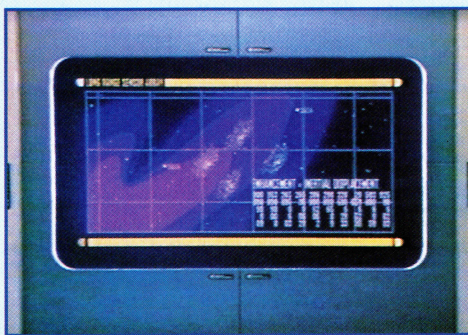
▲ **A cloaked Romulan ship is aware of the Federation plan, and must decide their next move without falling into any traps.**



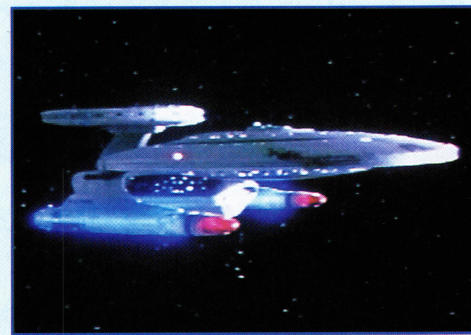
▲ **The Romulan commander, Sela, disrupts the tachyon net by firing a massive tachyon burst – toward the SUTHERLAND.**



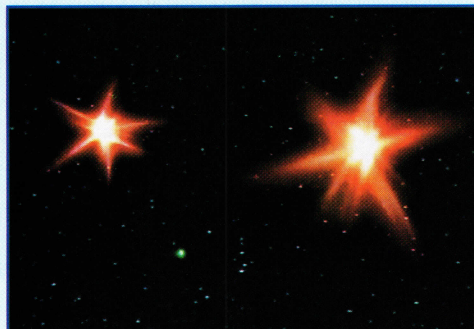
▲ **The computer confirms that the tachyon network is disrupted by the Romulan tachyon burst.**



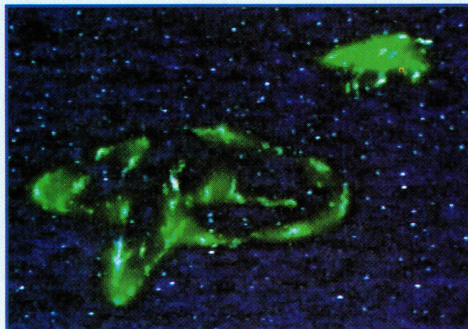
▲ **Data, commanding the SUTHERLAND, disobeys Starfleet orders to re-establish the net and instead traces tachyon residue.**



▲ **Data, working with an uncooperative crew, decides to launch reconfigured photon torpedoes from the SUTHERLAND.**



▲ **The two torpedoes are fired and detonated in the direction of the cloaked ROMULAN WARBIRDS.**



▲ **The WARIBIRDS, revealed by the photons, quickly withdraw from the area. The Klingons are left to fight their own battles.**



▲ **In no time, battles are raging on the Klingon homeworld and the Duras sisters are disgraced.**



FILE 40 OTHER STARSHIPS

Arctus Baran's Pirate Ship

Arctus Baran, an alien mercenary, commanded a pirate ship that was first encountered by the *U.S.S. Enterprise NCC-1701-D* and its crew on Stardate 47135.

This unnamed outlaw ship is a refitted **Peregrine-class Courier** equipped with extra firepower. It is a pirate vessel with the ability to prey on other starships, including **Starfleet** vessels below the **Galaxy class**. Little is known about it and Starfleet diagrams are conjectural, but it has a maximum warp speed of 8.7 and is encased in an energy-absorbing material, creating an energy sheath which makes it undetectable to standard long-range sensors.

The mercenaries also carry personal **phaser** weapons that are able to activate the ship's **transporter**, enabling them to beam away immediately when under attack.

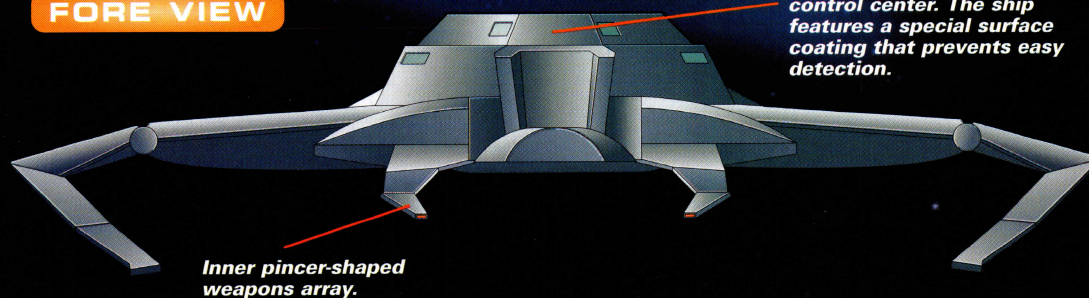
First encounter

The Starfleet encounter begins when **Captain Jean-Luc Picard** vanishes during an archeological dig holiday. The *U.S.S. Enterprise NCC-1701-D* begins a search of the sector and traces him to **Desica II**. There a **Yridian** claims

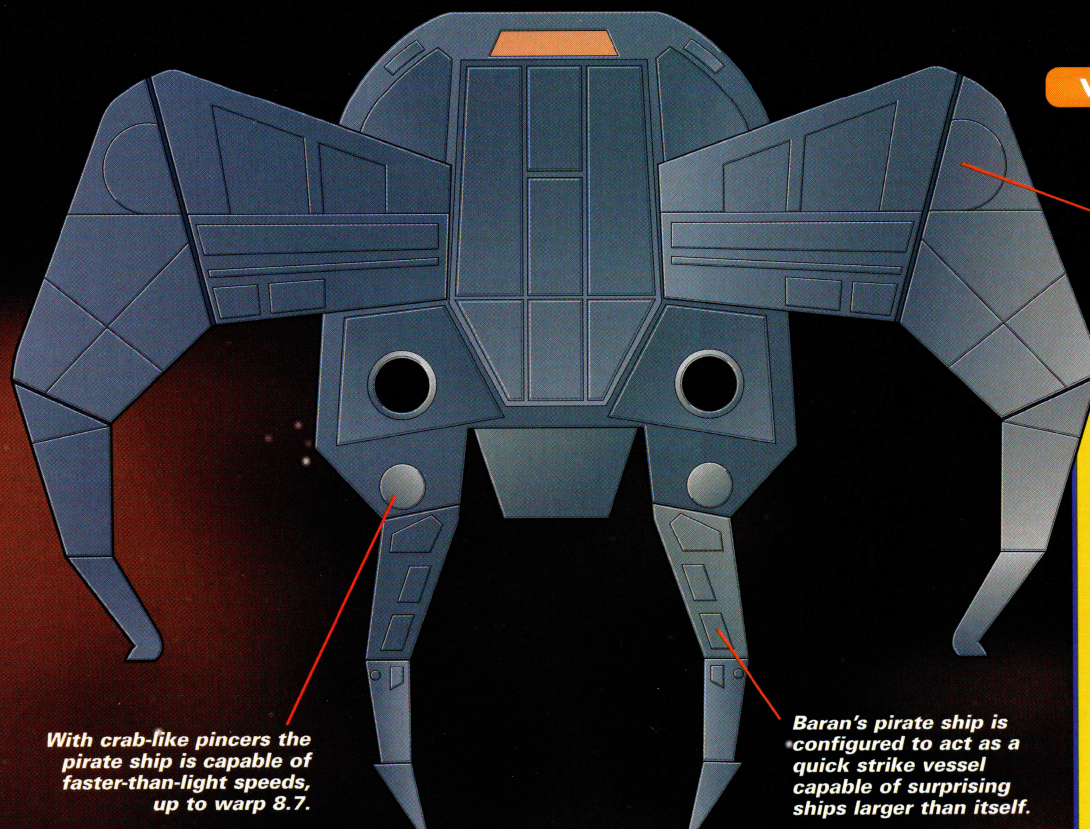
▶ **Ruthless mercenary Arctus Baran** makes sure his crew comply with his wishes through the use of implanted pain inducers.



FORE VIEW



VENTRAL VIEW



ARCTUS BARAN'S PIRATE SHIP

First Recorded:	Stardate 47135
Type:	Peregrine-class courier
Crew:	Unknown
Warp Drive:	Up to a maximum warp speed of 8.7
Features:	Energy-absorbing outer material
Firepower:	Extra to standard Peregrine systems
Length:	Unconfirmed



NON-FEDERATION STARSHIPS

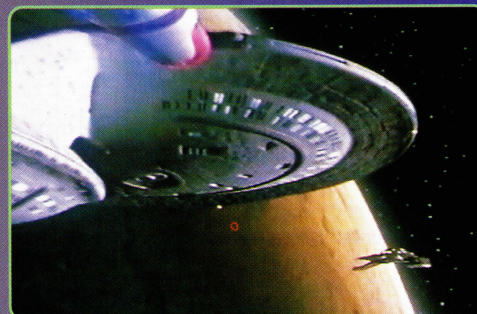
Arctus Baran's Pirate Ship

FILE 40

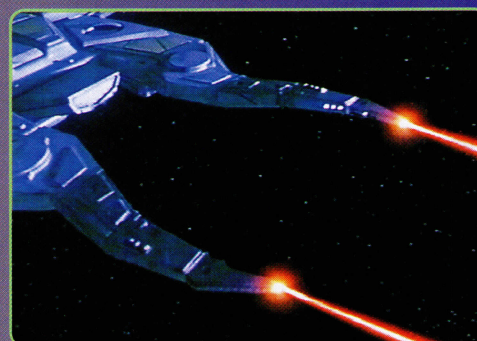
CARD 5



◀ Ventral view of Arctus Baran's Pirate Ship. Baran's greed gets the better of him in the end when his neural implant is recoded by Picard, resulting in his death. The Stone of Gol is eventually destroyed.



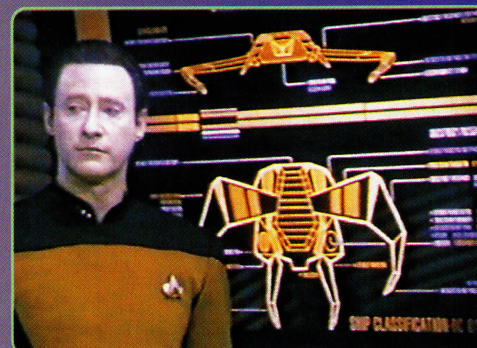
▲ The Pirate Ship is seen beside a Galaxy-class starship. Although much smaller, the Pirate Ship can cause harm to ships outside the Galaxy class.



▲ Here the Pirate Ship's forward phaser array is in firing mode. Used for sneak attacks, Baran's ship is effective for such a small vessel.



▲ The Pirate Ship, in attack formation, fires on the port nacelle of the U.S.S. ENTERPRISE. Baran is searching for the ancient Vulcan artifact, the Stone of Gol.



▲ Data describes Baran's Pirate Ship to the rest of the bridge crew aboard the ENTERPRISE, using a computer rendering.

he witnessed Picard's death in a seedy bar after an argument with a group of aliens. The Yridian directs the *Enterprise* to a planet in the **Barada** system.

Riker beams down with an away team, but they are ambushed and Riker finds himself on board the mysterious pirate ship and in the hands of a band of outlaws commanded by **Arctus Baran**, a vicious-tempered leader who maintains the loyalty of his crew by controlling pain-generating implants which are connected directly to their nervous systems.

Who's who

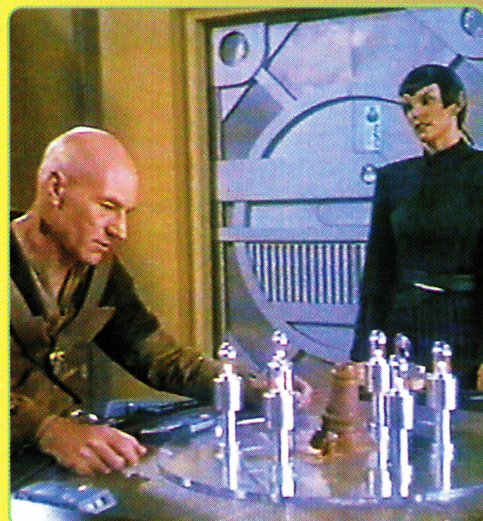
Riker is astounded to find that the newest member of the rogue crew, who are apparently on a mysterious mission to raid ancient **Romulan** artifacts, is a knowledgeable rogue named **Galen** – better known to Riker as Captain Picard.

Picard discovers that Baran is not looking for Romulan artifacts, but for ancient **Vulcan** ones –

pieces of the **Stone of Gol**, a weapon from ancient Vulcan history that amplifies telepathic energy and can be devastating in the wrong hands. He also learns that a Romulan mercenary aboard Baran's ship, **Tallera**, is really **T'Pol**, a member of the Vulcan security forces who is trying to ensure that Baran does not find what he is looking for.

The end of Baran

Eventually Baran tries to kill Picard but accidentally kills himself instead, and 'Galen' assumes command. But he and Tallera reveal each other's identities to the crew and she takes Picard hostage, going with him and the other mercenaries down to the planet surface to collect their money. She then kills them with the resonator, just as Picard realizes its power source is negative thought. He alerts his would-be *Enterprise* rescuers. The weapon is left useless, and is destroyed by the Vulcan government.



▲ Picard conceals his true identity from Tallera, a Vulcan operative disguised as a Romulan. He opts for the name 'Galen', a renegade archeologist.



▲ This is one of Baran's mercenaries. Baran keeps his crew under his control by means of a pain inducer linked to their nervous systems.

Captain James T. Kirk and The Prime Directive

The **Prime Directive** was created as a measure of protection for all developing planetary societies. Any captain that contravenes it must be prepared to justify his actions to **Starfleet** — a position James Kirk finds himself in more than once.

In the earliest era of galactic travel, many mistakes were made by officers with good intentions — and sometimes more malignant ones. Some of these mistakes haunt **Captain James Kirk** even 100 years after the original offense. The **Prime Directive** often seems to tie the hands of Captain Kirk when other spacefaring cultures don't live by the same standards; in these cases, Kirk manages to work within the constraints of **General Order Number One**. Some cultures believe they want nothing more than the interference of **Starfleet**, seeing only the strategic advances and not the pitfalls, while others, such as the **Organians**, are so advanced that they see Captain Kirk's attempts

at non-interference as child's play.

Dealing with the big boss

When the **U.S.S. Enterprise NCC-1701** is hailed by the inhabitants of the planet **Sigma Iotia II**, the crew is more than surprised. Only 100 years prior to the *Enterprise's* voyage among the stars, the planet was known to be in the first stages of its own industrial revolution. It was studied by the Federation vessel, the **U.S.S. Horizon**, and hasn't been visited since. Captain Kirk, **Spock** and **Dr. McCoy** arrive to find the planet caught up in a strange version of mobster warfare, and they suspect something went terribly wrong with the Prime Directive on that previous **Federation** visit. Unable to undo the damage, Captain

GENERAL ORDER NUMBER ONE

NAME: James Tiberius Kirk

RANK: Captain

PRIME DIRECTIVE DEBRIEF:

Stardate 3156.2: Landru computer self-destructs.

Stardate 3192.1: Eminiar VII's warring computer destroyed.

Stardate 3715.3: Gamma Trianguli computer, Vaal, destroyed.

Stardate 4211.4: **U.S.S. Enterprise** provides similar weaponry for planet's inhabitants after Klingons interfere.



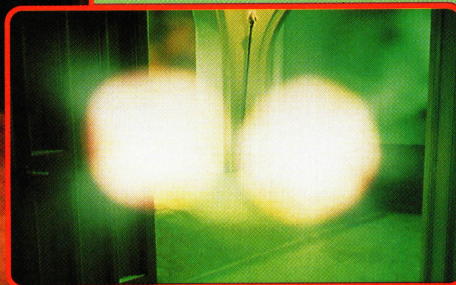
▲ On the planet **Ekos**, Captain Kirk experiences the true horror of what can happen when the **Prime Directive** is violated. On **Ekos**, society is modeled on Nazi Germany.

LAYING DOWN THE LAW



★ **Organian wisdom**
When Kirk and Spock first encounter the **Organians**, they have a very simple, pleasant demeanor which hides their true power and their ultimate intentions — to make peace between the **Klingon Empire** and the **Federation**.

Kirk contrives to play along with the imitative Iotians in order to lead them out of the development trap they've found themselves in. Creating a cooperative government between the warring factions, Kirk promises that the **Federation** will be back to collect their "piece of the



★ **The Organians** in their natural non-corporeal state. As beings of pure energy, their evolution is eons ahead of that of humans, whom they see as children.



Captain James T. Kirk and The Prime Directive



★ Kirk and the Chicago Mob

The structure of society on Sigma Iotia II is drastically changed when the U.S.S. HORIZON leaves behind the book 'Chicago Mobs of the Twenties' on the planet in 2168.

action" on an annual basis. Unfortunately, Dr. McCoy realizes too late that he left his communicator on the planet. Knowing the Iotians to be the best imitators in the galaxy, Kirk fully expects that one day the Iotians will decide that they want a piece of the Federation's action.

When in Rome

Visiting Planet 892 IV, Captain Kirk, Dr. McCoy and Spock discover the wreckage of a Federation Vessel, the S.S. Beagle. Though the planet appears to be technologically the equal of 20th century Earth, the culture seems to be more on par with the ancient Roman Empire. When the Captain of the

downed space vessel, Merrick, appears, Kirk quickly realizes there is a terrible violation of the Prime Directive taking place. Merrick has taken on the title "First Citizen Merikus" and has somehow tricked his crew into forging their own deaths in a barbaric televised version of the deadly circus. Now, he expects Kirk to do the same. Luckily, Kirk's crew is so well-trained that Scotty quickly realizes something is amiss on the planet's surface. He interferes with the electrical power long enough to enable Kirk to rescue Spock and McCoy from certain death in the spectacle of the arena. Merrick realizes that he's gone far

from his Starfleet ethics and manages to free the three Starfleet officers from their death sentences before he himself is killed.

Checkmate

When Captain Kirk returns to a planet where his Starfleet career began 13 years earlier, he is shocked to discover that the peaceful villagers are now armed with flint rifles. They appear to be hunting down the complacent hill people with whom Kirk stayed as a young man. Kirk and McCoy go in search of Kirk's friend,

Tyree, for an explanation. Kirk is attacked by a poisonous creature called the Mugato, and is conscious only long enough to assure McCoy that Tyree will know how to heal him. McCoy finds Tyree and his mysterious medicine-woman wife, Nona, just in time. Nona cures Kirk, but there is one condition: he is now psychically connected to her, and must obey every request she makes. Later she seduces him and steals his phaser. She challenges a group of village men, but discovers she doesn't know how to use the phas-

er and is at their mercy. When Tyree sees her killed by the villagers he is finally angry enough to pursue a forceful solution against them. He teams up with Kirk and McCoy, and they discover that the Klingons have been providing the villagers with rifles. Kirk decides to fight fire with fire, and provides the hill people with equal, though not superior, weaponry as long as the Klingons choose to be involved with the planet. His decision is to restore the balance of power that existed previous to the Klingon interference.

ON TYREE'S PLANET



★ Learning to shoot

Kirk and McCoy oversee the rifle training of the hill people on Tyree's planet.

★ Deadly beast

The Mugato is a highly dangerous creature with poisonous fangs and a prominent single horn. It attacks Kirk, and nearly kills him.

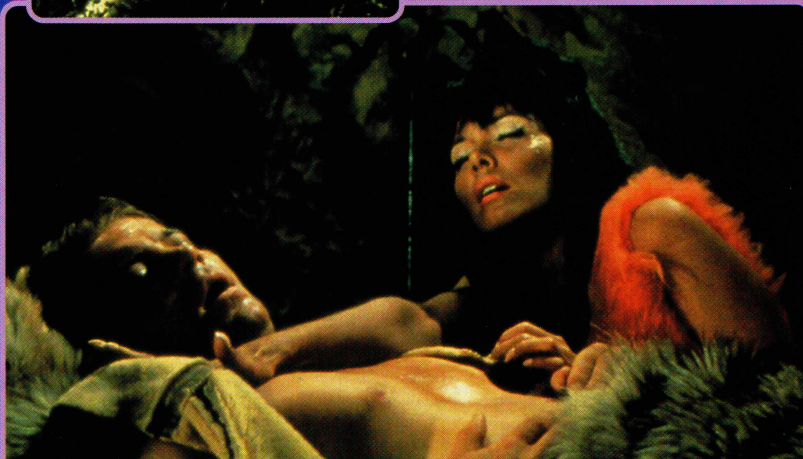
★ Healing by nature

Tyree's wife Nona, a Kahn-ut-tu woman, heals Kirk of his deadly wound. She is later killed by villagers when she tries to offer them Kirk's mysterious phaser.



★ Fight to the finish

Dr. McCoy must engage in a Roman style gladiator fight on a parallel Earth-like planet where the Roman Empire still exists, albeit with the modern accoutrements of the media.



Data's 'Family'

As an android, **Data** has no real family — but can nevertheless be considered to have a father, mother, brother and daughter. Despite being incapable of experiencing emotions during the first 32 years of his operational life, he is close to several other beings.

Data experiences close companionship aboard the **U.S.S. Enterprise NCC-1701-D** with **Spot**, a domestic cat who lives in his quarters aboard ship. Like most cats, Spot is particular about the food she eats, and Data, with infinite machine patience, creates at least 74 different varieties for her to sample.

Love of a pet

Prior to the installation of his emotion chip, Data enjoys Spot's company. But afterward, following the crash landing of the *Enterprise's* saucer section on **Veridian III**, Spot provides Data with a unique lesson about the complexity of emotions. Upon retrieving his pet

unhurt amidst the wreckage, Data responds by crying, even though he feels happy. In the face of those conflicting responses, Data believes his emotion chip is malfunctioning. Fortunately, **Counselor Deanna Troi** is able to reassure him that his behavior indicated his chip is working perfectly.

Data's daughter

The most profound relationship Data experiences on board the *Enterprise* is also one of the briefest. In 2366, Data duplicates his own neural network in a new android body, which he names **Lal**, Hindi for 'beloved'. At first, Lal's body is featureless, but as part of its development the new entity selects a

human female form, becoming, in a sense, Data's daughter.

The creation of a new android based on **Dr. Noonien Soong's** work attracts the

attention of **Admiral Haftel**. As a cyberneticist, Haftel wants to use Data's recreation of Dr. Soong's work, and tries to get **Starfleet** to assume possession of Lal

in order to study her in controlled conditions and under the expert guidance of cybernetics specialists at the **Daystrom Institute** annex on **Galor IV**.

'FAMILY' MAN

NAME: Data

STARFLEET RANK: Lieutenant Commander

FAVORITE ACTIVITIES: Painting, poetry, music, drama, holodeck adventures, reading

'FATHER': Dr. Noonien Soong

'MOTHER': Juliana O'Donnell Soong Tainer

'SIBLINGS': Lore

'OFFSPRING': Lal

PET: Spot the cat

BEST FRIEND: Geordi La Forge



▲ **Data remains unique in being the first and only android in Starfleet. Although he enjoys the company of others, he doesn't require the same amount of interpersonal contact that his human colleagues do.**



DR. NOONIEN SOONG

★ The father of artificial sentience

Data was designed and built in the remote **Omicron Theta** star system by **Dr. Noonien Soong**, Earth's foremost robotics scientist and cyberneticist, in his image. An earlier creation, **Lore** — in effect, **Data's** brother — had proved unstable. **Data** was discovered when the cruiser **U.S.S. TRIPOLI** arrived to investigate the apparent disappearance of the scientific colony on **Omicron Theta**: he was activated, it is believed, by the signal device which had led them to the colony.

Although thought dead with the other inhabitants of **Omicron Theta**, **Dr. Soong** is later found in hiding where, activating a homing beacon, he calls **Data** and **Lore** to him; **Data** hijacks the **U.S.S. ENTERPRISE** in the process. **Soong** eventually dies at the hands of **Lore** in a fight for the 'emotion chip' which was designed specifically for **Data**. **Data** later recovers the chip and is fitted with it, and is thus elevated beyond the status of mere machine.



Data's 'Family'

Tragically, the stress of the fight over Lal's rights as an individual leads her to develop emotions, including love for her 'father', and regret about her own impending demise, which in turn causes a fatal failure of her neural matrix. Lal ceases to function after little more than two weeks of life, leaving her father – Data – to continue with his quest to understand life, alone.

Data's closest acquaintance during his time aboard the *U.S.S. Enterprise* is **Geordi La Forge**. Their long-term friendship begins in 2364, when both come aboard the ship: Data as **chief of operations**, and La Forge as **flight controller**.

Good with machines

La Forge's promotion to **chief engineer** in the next year reflects his expertise with machinery, though he experiences difficulties in establishing relationships with other people, especially women. These personality traits may account for La Forge's ability to so easily maintain a relationship with Data, a sentient machine.

Tellingly, a key turning point in the friendship between Data and La Forge comes in 2371, when Data makes the decision to have **Dr. Noonien Soong's emotion chip**, recovered after being stolen by Data's 'brother' **Lore**, installed in his neural net.

La Forge's presence while Data makes that life-altering decision indicates the closeness of the relationship they have developed. However, La Forge later reacts negatively to the erratic behavior which accompanies his friend's initial acquisition of emotions, and threatens to have the chip removed.

DR. JULIANA TAINER

★ Data's mother

The last of the known 'Soong-type' androids is Juliana O'Donnell Soong Tainer. Created by Dr. Soong to house his wife's mind when she died, Juliana is unaware that she is an android herself and considers Data and Lore to be her 'children'.



★ Note for note

*Data's growing suspicions about his 'mother' are reinforced by a violin recital they give to the crew of the *U.S.S. ENTERPRISE*. The performance turns out to be as note, pitch and intonation perfect as during their rehearsal – a feat impossible for anyone but an android.*

LORE

★ Human failings

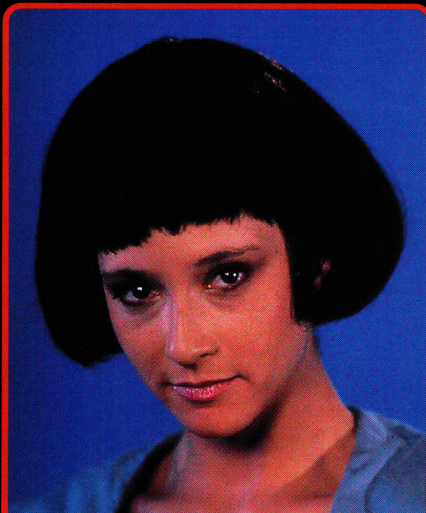
Another 'Soong-type' android is Data's 'brother', Lore. A virtual twin to Data, Lore unfortunately has an internal imbalance that causes him to exhibit manipulative and sadistic behavior. Cleverly, Lore steals an 'emotion chip' that Dr. Noonien Soong created for Data at the end of his own life. After conducting harmful experiments on the Borg, he is overthrown by a small group of insurgent Borg, led by Hugh.



THE LIFE OF LAL

★ Dearly beloved

Data himself creates an android, whom he refers to as his own 'offspring'. He names her Lal, which in Hindi means 'beloved'. She is considered a 'Soong-type' android and possesses a positronic brain into which Data transfers much of his own neural pathways.



★ Data's offspring

Originally a featureless gold-colored android, Lal eventually chooses a female form. Lal represents for Data the idea of being a parent, a truly human experience. Data even experiences the parental protective instinct when he is ordered to release Lal for testing to the Daystrom Institute on Galor IV: he objects because he feels his parental responsibilities will not allow him to abandon his child to scientific experimentation.



Cloaking Device: Deployment

Cloaking devices challenge the ideals of the United Federation of Planets, and so are not widely used within **Starfleet**. For certain Federation adversaries, though, it's another story.

The **Federation** operates as a diplomatic and scientific organization, so cloaking devices have had a low priority in the hierarchies of **Starfleet**, due to their purely duplicitous function. In addition, the **Treaty of Algeron**, a peace treaty agreed with the **Romulan Star Empire**, prevents the Federation from pursuing ship-cloaking technology.

The Federation's first encounter with a cloaked ship comes after more than 100 years of peace when a **Romulan** vessel crosses the established Neutral Zone in 2266 to test its new visibility cloaking device. However, when the **U.S.S. Enterprise NCC-1701**, with **Captain James T. Kirk** in charge, encounters the Romulans, Kirk finds the cloaking device effective but flawed. The cloaking shield's massive power requirements leave only impulse power to propel the ship, decloaking is necessary prior to engaging

weapons and transporter systems, and Romulan sensors are virtually blind while cloaked. The **Enterprise** sensors are able to track the ship – not well enough to establish a weapons lock, but well enough to defeat them.

Not long after, the Romulans and **Klingons** briefly join forces and produce an upgraded cloaking device that can't be tracked with sensors and works on warp-capable ships. In response, the **Enterprise** steals the device for study.

Nothing new

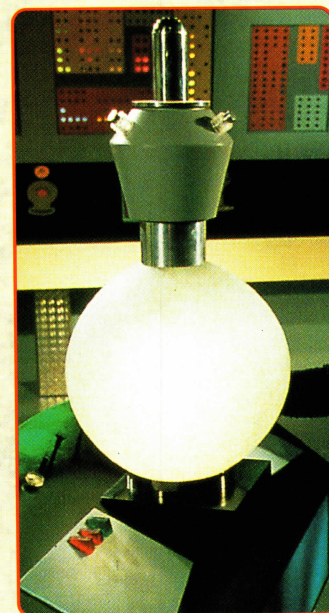
By 2293 the Klingons have a prototype version of a cloaking device that allows torpedo fire without decloaking. This **Klingon Bird-of-Prey** is destroyed by the **U.S.S. Enterprise NCC-1701-A** and the **U.S.S. Excelsior** when it attempts to disrupt the **Khitomer peace conference**. The innovation obviously fails, as later cloaked

vessels cannot fire any weapons.

The Romulans withdraw completely from sight after 2311. When they reappear in 2364 and cross the Neutral Zone, **Captain Jean-Luc Picard** discovers their cloaking devices have no additional capabilities.

In 2365, **Commander William T. Riker** becomes, via the Officer Exchange Program, the first Starfleet officer to serve on a Klingon ship and see the cloaking device at work. The following year, Romulan **Admiral Jarok** defects to the **Enterprise** and shares some cloaking secrets with **Chief Engineer Geordi La Forge**.

La Forge puts this information to use to detect cloaked Romulan ships secretly aiding a Klingon coup. La Forge's tachyon detection grid proves so successful the Romulans attempt to jam the grid with a tachyon pulse, which also coats each of the Romulan ships with a unique tachyon signature which



▲ This improved Romulan cloaking device was stolen by Kirk and Spock after their capture by Romulans.

CLOAKING: FUNCTION

The space around the cloaked vessel is distorted and light is bent around the ship to provide the illusion of nothingness – empty space.

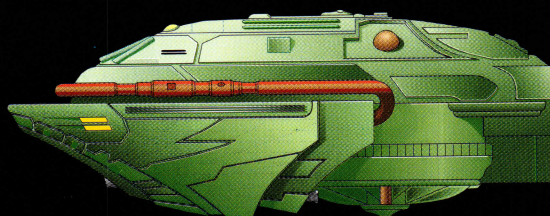
The long-range sensor array scans ahead of the ship in the normal manner, but the Federation ship is unable to detect any irregularities.

As light is bent around the cloaked ship, the sensor and viewscreen perspectives remain unchanged.

A drawback of cloaking is the inability to fire weapons. The cloak acts as a form of double shield. If a weapon were fired, it would rebound against the firing ship.

CLOAKING DEVICE

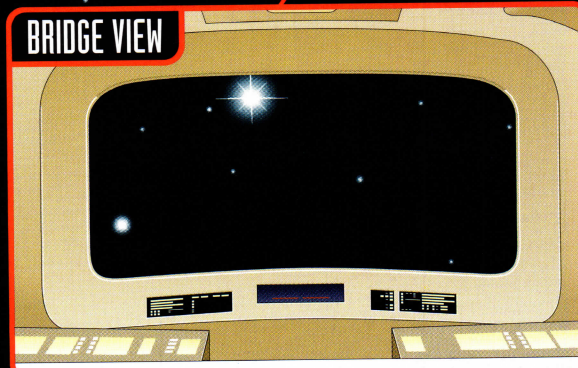
The Klingon cloaking device runs around the top half of the command hull of the ship.



Drawbacks are a huge drain on power, and the inability to fire weapons or use defensive shields or sensors.

The view from the bridge of the **U.S.S. Enterprise NCC-1701-D** shows no visible sign of the cloaked Klingon ship. The perspective is the same as light is bent around the cloaked ship. The viewscreen appears as if there is nothing ahead other than a normal starfield.

BRIDGE VIEW



Cloaking Device: Deployment

reconfigured photon torpedoes are programmed to seek.

Klingon help

A few months later, while investigating the disappearance of **Ambassador Spock**, Picard is transported to **Romulus** in a Klingon ship with cloaking protection. He lands undetected.

Even some renegade **Ferengi**, in 2368, try to capture the *Enterprise* using an old **B'rel-class** Klingon *Bird-of-Prey* equipped with a cloaking device. In another incident, **Lieutenant Commander Deanna Troi**, disguised as a Romulan, receives a first-hand education about cloaking devices when the *Enterprise* is, again, the

target of a cloaked ship. Upon learning that Romulan warp engines will emit detectable particles if even slightly imbalanced, she uses the particles to warn the *Enterprise*.

Federation subterfuge

A major scandal involving cloaking technology is revealed in 2369. Despite the Treaty of Algeron, certain Starfleet personnel, 12 years previously, develop a cloaking device along the lines of the Romulan molecular phase inverter. The Starfleet device is tested on the *Pegasus*, but the crew mutiny against **Captain Eric Pressman** once they see the cloaking device. Helmsman Will



A ROMULAN WARBIRD decloaks. The cloaking device has always given the Romulans the unfair advantage of surprise attacks.



Riker, fresh out of Starfleet Academy, blindly defends and escapes with Pressman – moments before the ship explodes. Romulans discover pieces of the *Pegasus* 12 years later, and Pressman (now Admiral), aboard the **U.S.S. Enterprise NCC-1701-D**, is desperate to find the ship first. Picard finds it – half intact and half fused with an asteroid – and Riker reveals the truth. A number of officers are later court-martialed over the incident.

Just two years later, the Romulans loan their cloaking

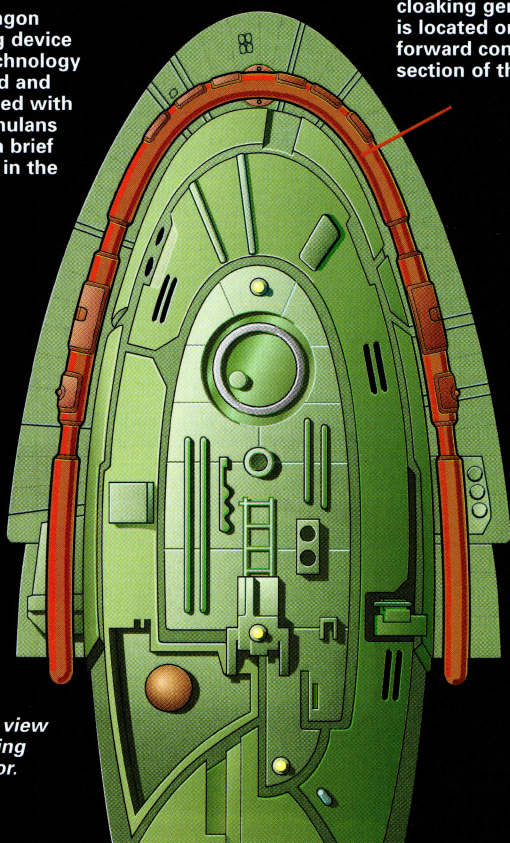
device to the Federation under the looming threat from the **Founders** and the **Jem'Hadar**. The device, with a list of Romulan restrictions about its use, is installed on a new Federation warship, the **U.S.S. Defiant**, captained by **Benjamin Sisko** out of **Deep Space Nine**. Though the Jem'Hadar find a way of penetrating the cloak, it is still deemed useful because it makes the *Defiant* more difficult to detect. As usual, though, the *Defiant* must decloak to fire weapons – a disadvantage cloaking technology is still to overcome.

The ROMULAN WARBIRD is seen after completely decloaking. Now the ship is able to fire its weapons and power up its shields.

CLOAKING DEVICE

The Klingon cloaking device uses technology obtained and developed with the Romulans during a brief alliance in the 2260s.

The **KLINGON BIRD-OF-PREY** cloaking generator is located on the forward command section of the ship.



Exterior view of cloaking generator.

CLOAK GENERATOR

This cloaking device is used briefly by the **U.S.S. ENTERPRISE** to outrun the Romulans after the surgically altered Kirk steals the device from their ship to study the latest technological improvements.

The Romulan cloaking generator circa 2266 is a simple-looking object dominated by a large glowing sphere.

In the *ENTERPRISE*'s attempt to get away from the Romulans, Scotty has to perform an engineering miracle – with no knowledge of the cloaking device – and have it fitted in time to escape.



The Federation's first encounter with the cloaking device occurs in 2266 when the *ENTERPRISE* encounters the Romulans near the Neutral Zone.



'Mudd's Women'

The *U.S.S. Enterprise NCC-1701* encounters an unidentified ship which fails to respond to any hailings. Captain James Kirk decides to give chase, but as the tiny craft tries to escape it overheats its engines and unwittingly drifts into an oncoming asteroid belt.

CAPTAIN'S LOG
STARDATE: 1329.8

"The U.S.S. Enterprise is in pursuit of an unidentified vessel."

Captain Kirk, realizing that the mysterious vessel will be smashed to pieces, orders a rescue operation. This is successful but the ship overloads its engines, splintering its lithium crystals. The best hope for replacements are the lithium mines on **Rigel XII**, for which the ship sets course.

The rescued crew are a fast-talking captain and three seductive women. During questioning, the captain is unmasked as a criminal and conman named **Harcourt Fenton Mudd**, who claims he's transporting wives for settlers. Kirk plans to hand him over to **Starfleet**.

In his room

Mudd is confined to quarters, but when the women learn that Rigel XII's only inhabitants are three lonely miners he thinks of an escape plan: he gets the women to steal a communicator, and makes contact with the miners. But as the ship arrives at the planet the three women suddenly revert to their true, haggish appearance. Mudd gives them pills which restore their looks.

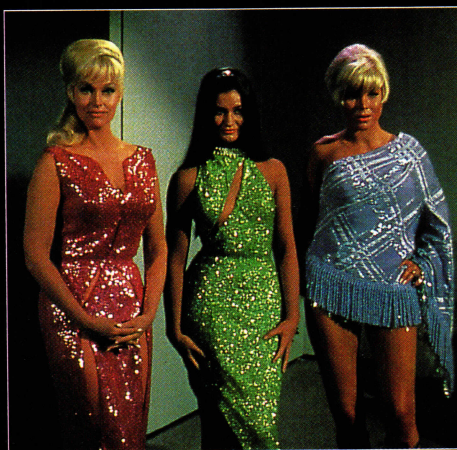
The miners, led by **Ben Childress**, arrive aboard the *U.S.S. Enterprise* and tell Kirk he can have his crystals – if he hands over Mudd and the women. Kirk refuses.

On the planet, one of the women, **Eve**, spurns Childress and runs off into a fierce dust storm. Kirk takes Mudd back to the *Enterprise*. Later, Eve is rescued by Childress, but soon the effect of her pills wears off, and he is less than pleased.

Kirk and Mudd then arrive with the women's beauty secret – the illegal '**Venus Drug**'. Eve grabs a pill, and is transformed once more. But Kirk tells her that she swallowed a gelatin pill, not the Venus Drug – it was her own belief in herself that transformed her.

With Eve and Childress united, Kirk gets his crystals and offers to testify as Mudd's character witness, but an unhappy Mudd says: "They'll throw away the key."

ON SCREEN...



1 The illegal '**Venus Drug**' causes three would-be settlers' wives, being bartered by conman Harry Mudd, to appear more enticing than they really are.



3 Mudd surveys the reaction of the *ENTERPRISE* officers – even Spock – to their first sight of his female 'cargo', enhanced by the effects of the '**Venus Drug**'.



5 Eve is rescued from a duststorm after her attempt to escape. She is less glamorous without the Venus Drug – but no less a warm and capable woman.



2 The truth of his criminal record catches up with Harry Mudd after he and his cargo of brides-to-be are rescued by the *U.S.S. ENTERPRISE*.



4 On the surface of Rigel XII, Kirk, Spock and Mudd try to bargain with the three isolated miners for desperately needed lithium crystals for the *ENTERPRISE*.



6 Miners Gossett and Childress won't give Kirk the crystals his ship needs, except in return for Mudd's three women – and the conman's release.

STARSHIP FACTS

After being handed over to Starfleet, Mudd is tried and imprisoned – but later escapes.

Eve is strongly attracted to Captain Kirk, but realizes that his true love is the *U.S.S. Enterprise*.





'The Enemy Within'

A simple geological mission turns into a nightmare as the *U.S.S. Enterprise NCC-1701's* transporter strangely malfunctions. A stranded landing party is not the only problem for Captain James T. Kirk as he battles with the ultimate enemy: the evil within himself.

CAPTAIN'S LOG STARDATE: 1672.1

"Specimen-gathering mission on Planet Alfa 177. Unknown to any of us during this time, a duplicate of me – some strange alter-ego – had been created by the transporter malfunction."

A landing party from the *U.S.S. Enterprise* visits Planet Alfa 177 on a specimen-gathering mission. When **Captain Kirk** beams back, he's feeling dizzy. Checks reveal a mysterious ore has caused some form of transporter malfunction, with some strange results: an animal is beamed up from the planet, together with a clone – not its duplicate, but an evil and savage opposite.

Meanwhile temperatures on Alfa 177 drop rapidly, and **Sulu's** landing party need to return. **Scotty** refuses to beam them up because of the possible lethal effects. But, unknown to all, the evil animal is not the only clone on board: an evil double of Kirk is aboard too, and has already made a lustful pass at **Yeoman Janice Rand**.

One and the same

Spock finds Kirk's clone but cautions that it should not be killed, as the effects on Kirk could be unpredictable. In a face-off, the clone tries to kill Kirk, but the captain warns him that death to one means death to both – they are parts of each other.

One thing that becomes clear is that Kirk, operating without his evil side, is losing his command faculties.

Spock and Scotty speculate that transportation of the two halves may bring them back together. They test their theory by beaming both the good and the evil animal down to the planet and then straight back again. The single animal returns, but the shock of the procedure has killed it. Kirk has to decide whether he should risk the same.

Kirk and the clone are beamed back to Alfa, and to everyone's relief the real Kirk is restored to his whole self. He promptly gives the order for the remaining landing party to be beamed back.

ON SCREEN...



1 Kirk jokes with Sulu before the transporter becomes unusable and night nearly freezes the helmsman's stranded landing party on Alfa 177.



2 The swaggering, overconfident 'evil' half of Kirk takes a swill of Saurian brandy from a bottle he has stolen, before seeking out Janice Rand in her cabin.



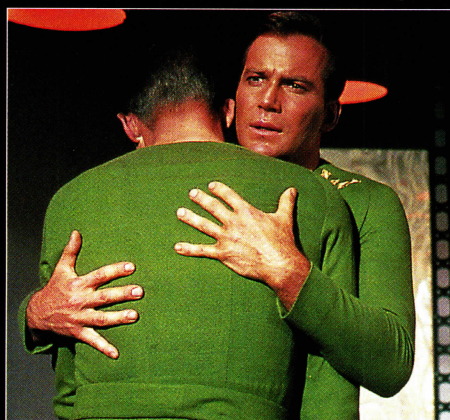
3 Yeoman Janice Rand, taken in by the 'evil' Kirk, is nearly raped in her quarters by him but is saved by the intervention of a passing crewman.



4 Before the duplication of Kirk is discovered, McCoy confronts the 'captain' with the brandy bottle found in Rand's quarters after her assault.



5 Kirk's evil half throws a temper tantrum in his quarters, rebelling at the thought that he is not whole. Meanwhile, security teams are searching for him.



6 The split Kirks – the good but indecisive half supporting his subdued opposite – prepare to meet their fate through transporter reintegration. The hope is that only the 'real' Kirk will return.

STARSHIP FACTS

One of the fascinating sides of the evil Kirk's personality is his passion for Saurian brandy. A highly-potent liquor, the brandy is still popular in the 24th century, not least at Quark's bar on the space station *Deep Space Nine*.



'Parallax'

As the *U.S.S. Voyager* sets off on its long journey home, its crew members — part-Starfleet, part-Maquis — are having trouble coming to terms with working together.

CAPTAIN'S LOG

STARDATE: 48439.7

"As we maintain a course back to the Alpha Quadrant, we're conducting what would normally be routine maintenance to the ship — routine, that is, if we had access to a starbase."

The squabbling between the two groups has to take a back seat when the *U.S.S. Voyager* encounters a strange space phenomenon. Another problem is that **Commander Chakotay**, the second-in-command, wants his fellow **Maquis**, **B'Elanna Torres**, to be appointed Chief Engineer.

This proposal, made during a senior officers' meeting, is met with amazement — not surprisingly, in the light of Torres' temper — by **Captain Janeway**, who instead favors **Lieutenant Carey** for the post. Chakotay insists that Torres is the best person for the job and that people should be judged solely on their merits. Janeway agrees to talk to Torres, but after the meeting she feels that the half-**Klingon** woman's temperament is unsuitable for such a responsible role.

Distress call received

Meanwhile, the *Voyager* follows a ship's distress call, which it traces to a quantum singularity — the result of a star collapsing into itself. *Voyager* gets sucked into the singularity itself and heads for a nearby star system for protection, but the ship keeps ending up in the same place — stuck in the singularity.

Torres impresses Janeway when she suggests a possible way out as well as a means of communicating with the other trapped vessel. Breaking through the distortion, the crew make sense of the message — it is the message sent earlier by Janeway. The ship becomes clear on the viewscreen: a mirror image of the *Voyager*.

The crew manages to find the crack in the singularity through which they originally entered. It's a possible way out, but the hole has started to contract. Janeway and Torres set off in a shuttlecraft and manage to widen the rupture using a tachyon beam.

Finally, the *Voyager* manages to break through to safety. And Janeway makes her decision: throughout *Voyager's* 70,000 light-year journey back home, B'Elanna Torres will be Chief Engineer.

ON SCREEN...



1 Chakotay warns Torres that he's recommending her for the position of Chief Engineer, and that she had better learn to work with the Starfleet personnel.



3 B'Elanna Torres and Lt. Carey attempt to work together to solve the problems in engineering.



5 B'Elanna Torres accepts her new position as Chief Engineer with uncharacteristic grace.



2 Lt. Carey and B'Elanna Torres, both invited to the senior officers' meeting, offer competitive and opposing suggestions for solving the problems resulting from a quantum singularity.



4 Lt. Tom Paris listens to the explanation of the U.S.S. VOYAGER's predicament.



6 After observing Torres in action, Chakotay asks Janeway if she would have served under him, had the tables been turned.

STARSHIP FACTS

In the midst of the turmoil caused by the quantum singularity, Kes sets up a hydroponics bay in order to grow food; the *Voyager* does not have enough spare power to run the replicators constantly.





'Time and Again'

Rocked by a shock wave from a nearby Class-M planet, Captain Janeway sets off to investigate, unaware that her loyalty to the Prime Directive is about to be put to the test.

FIRST OFFICER'S LOG: SUPPLEMENTAL

"There has been no sign of Captain Janeway and Lieutenant Paris since they were lost in the subspace fracture."

— Chakotay

The **U.S.S. Voyager** is rocked by a shockwave from a nearby planet. Its sensors can't detect any life on the planet, but confirm it has buildings consistent with humanoid habitation. An away team discovers the planet relied on polaric power for its energy and the population was wiped out by a massive polaric explosion; **Lieutenant Paris** finds a timepiece in a deserted square showing when the disaster occurred, but he and **Captain Janeway** then find themselves transported back in time – to a square that is now filled with people. Paris realizes that the explosion is due to happen tomorrow.

Power source

Paris wants to warn the planet's inhabitants, but Janeway cites the **Prime Directive**; they are not allowed to interfere. They trace the source of the explosion to a nearby polaric energy powerplant, and are befriended by two environmental protesters, **Makul** and **Terla**. Aboard the *Voyager*, the crew make a device to retrieve the two, and an away team returns to the planet.

Meanwhile, Janeway refuses to reveal her true identity and Makul denounces her and Paris as spies. She then tells the rebels the truth, but they refuse to accept it and head for the plant, with Paris and Janeway in tow.

Paris is wounded by guards as the protesters, pursued by Janeway, force their way in. She holds them at gunpoint, fearing the explosion is now only minutes away. *Voyager's* rescue team sends a portal opening into the area, but as it appears Janeway realizes the portal itself caused the explosion when it contacted the polaric core.

Janeway turns her phaser on the beam of the portal. Suddenly, everyone is on board *Voyager* before it was hit by the shockwave – except this time it doesn't happen. Catastrophe has been avoided, the Prime Directive has not been broken, and no-one is aware of the events that have just unfolded.

STARSHIP FACTS

▲ Kes, the Ocampan female aboard *Voyager*, has telepathic abilities and foresees the planet's destruction.

▲ Because of the Prime Directive, Captain Janeway is loath to reveal her true identity to the planet's inhabitants.

ON SCREEN...



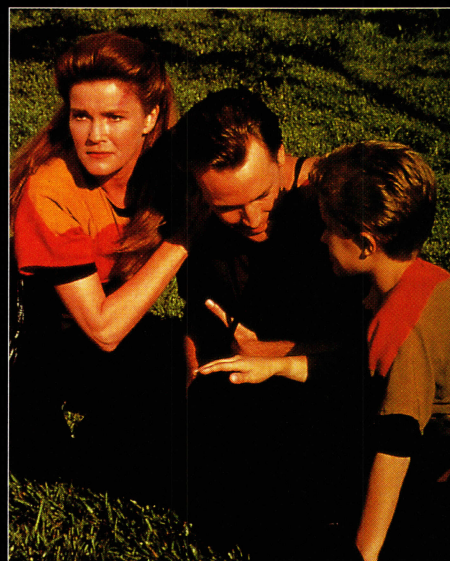
1 A young boy, Latika, almost blows the away team's cover when he sees them materialize on the planet before its holocaust.



2 Polaric energy protesters take on guards at a powerplant – an act that Janeway and Paris suspect, wrongly, to have helped trigger the planet's doom.



3 Once trapped in the immediate past, Paris and Janeway piece together how the planet's polaric energy might have exploded.



4 While trying to warn of impending sabotage by the group of environmental protesters, Paris is shot by a guard and Janeway goes in alone.



5 Latika, still curious about Janeway, is forced to become a living shield by the polaric energy protesters, who are bent on sabotaging the powerplant.



6 Makul, one of the leaders of the protest, is convinced that Janeway and Paris are spies infiltrated into his group by the government of the planet.



FILE 78 STAR TREK GENERATIONS

STAR TREK GENERATIONS Part 2

The *U.S.S. Enterprise NCC-1701-D* crew gather to celebrate Worf's promotion on a holodeck simulation of an old-style sailing ship, the '*Enterprise*'. But bad news arrives for Captain Picard, bringing him back to reality and forcing him to examine his own life.

SEE OTHER FILES...

STAR TREK:	
THE MOTION PICTURE.....	File 72
STAR TREK II:	
THE WRATH OF KHAN.....	File 73
STAR TREK III:	
THE SEARCH FOR SPOCK.....	File 74
STAR TREK IV:	
THE VOYAGE HOME.....	File 75
STAR TREK V:	
THE FINAL FRONTIER.....	File 76
STAR TREK VI:	
THE UNDISCOVERED COUNTRY.....	File 77
STAR TREK: FIRST CONTACT.....	File 79

Seventy-eight years after **James T. Kirk** meets his fate on the *U.S.S. Enterprise NCC-1701-B*, a very different *Enterprise* rocks gently in an unknown ocean. It appears to be a 19th-century sailing vessel. **Jean-Luc Picard** and **William Riker** stand on the afterdeck in full-dress naval uniforms of the time, supervising a solemn onboard ritual. **Beverly Crusher**, **Deanna Troi**, **Data**, **Geordi La Forge** and other crew of the *U.S.S. Enterprise NCC-1701-D* are also on deck. Riker calls for the prisoner to be brought out.

To the sound of a grim drum roll, **Worf** is escorted up from below, his hands in irons. Picard orders Riker to read the charges. Riker begins to read ... and then it becomes clear that this is all a charade: Worf is actually being promoted, to Lieutenant Commander. Geordi leads the cheers.

Walking the plank

The plank is extended, and an officer's plumed hat is lowered on a rope. Worf is required to jump for his 'badge of office' from the plank. On his very first leap, he snatches the hat and lands on the plank without falling – the first time this has ever been done – setting off another round of cheers. Picard notes to Riker: "Never underestimate a **Klingon**."

Riker orders the computer to remove the plank, and the plank dematerializes right under Worf's feet, sending him plummeting into the water below. Riker apologizes for not saying "retract" instead, and the crew laughs as Worf flails about.

Not funny

Data does not understand the amusement. He asks Crusher what is so funny about someone falling into freezing sea water. She explains the concept of spontaneous fun, and of doing the unexpected, and encourages him to loosen up a bit. Data understands – and promptly pushes her overboard. She comes up, gasping for breath, definitely not happy. Data turns expectantly to Geordi and Troi – but clearly they are not amused either. Indeed, they look horrified, and Data is bewildered once again.

Riker and Picard wax nostalgic for the

ON SCREEN...



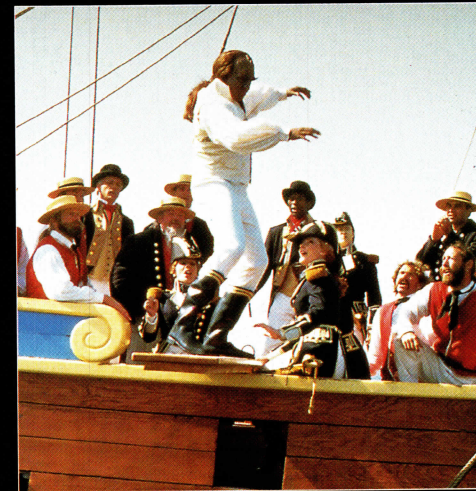
1 A replica of an early ENTERPRISE sailing ship serves as the holodeck setting for Worf's promotion to Lieutenant Commander.



2 Attired in full British-style naval regalia, the crew prepare for the presentation of the 'prisoner', Lieutenant Commander Worf.



3 After seven years of exemplary service aboard the ENTERPRISE, Worf has more than earned his promotion.



4 In true naval tradition, Worf is forced to walk the plank and retrieve his 'badge of office' – a suspended headpiece.



5 Riker gives the order to remove the plank, and Worf lands in the water. The crew find it very funny; Worf doesn't.



6 Data struggles to understand the concept of humor without the benefit of the Soong-designed emotion chip.





STAR TREK GENERATIONS Part 2

days of seafaring they never experienced, but they are interrupted by a personal message for Picard. As he reads the screen, he removes his hat and gazes out at the ocean, distress showing on his face: distress that only the empathic Deanna Troi picks up on. She goes to him, but instead of telling her what's wrong, he exits the simulation. Meanwhile, Riker orders the crew to make sail, but is interrupted by a message that the **Amargosa Observatory** is under attack. He calls for battle stations and the crew return to the *Enterprise*, still in their period uniforms.

Devastated

On the bridge, an uncharacteristically impatient Picard orders Riker to begin an investigation and returns to his ready room. Riker immediately puts together an away team of Crusher, Worf, two security officers and himself, and they transport over to the wrecked observatory. As they materialize, sparks and tongues of flame flicker in the thick curtain of smoke: the attack was ferocious and devastating.

They find nothing but destruction – and bodies slumped in corners, rivulets of blood snaking down their faces, as if they were killed at close range. Worf notes that the blast patterns are consistent with a type-3 disruptor, prompting Riker to respond sarcastically that now they can narrow the list of possible attackers down to **Romulan, Breen or Klingon**. He moves off into the shambles.

Life signs

Crusher's tricorder is not picking up any signs of life, but Worf shouts that he has found a survivor, trapped under a piece of bulkhead. A hand reaches out of the debris, and Riker helps to pull the man out. Riker doesn't recognize him, but it is **Dr. Tolian Soran**, the man who was desperate to return to the **Lakul** after

being rescued by the **U.S.S. Enterprise NCC-1701-B**. He is injured and weak but, strangely, has not aged in the eighty years since that day.

Asked who attacked them, Soran, breathing hard, claims that he doesn't know – it all happened too fast. But just then, a Security Officer calls from the upper level. They've found something they

want Riker to see.

Worf and Riker climb to the upper deck, where another victim has been found. Worf shines his light on the corpse's face. A telltale greenish ooze leaks from its eyes and mouth, running down toward a large, pointed ear. Worf and Riker look at each other. Now they both know who is responsible for the attack. As Worf mutters, "Romulans!"

ON SCREEN...



7 Not quite understanding the finer points of humor, Data elects to push Dr. Beverly Crusher overboard in a vain attempt to duplicate the ship-wide glee which occurred when Worf was dropped in the water. This time, however, it isn't funny.



8 Picard hands over command to Riker, who is perplexed by the captain's unusually short temper.



9 Captain Picard contemplates the tragic news that his brother and nephew died in a fire back on Earth.







10 The U.S.S. ENTERPRISE arrives at the besieged Amargosa Observatory, unaware that one of the survivors of the attack is the ruthless Dr. Soran.



11 Worf inspects the Amargosa Observatory, which the away team soon realizes has been attacked by Romulans.

STARSHIP FACTS

-  The Amargosa Observatory had a staff of 19, and was in place to see the effects of a star about to go nova.
-  The Breen, initial suspects in the Amargosa raid, also use cloaking technology, although they are a non-aligned race.
-  Data's emotion chip, installed under the supervision of Geordi La Forge, was retrieved from his brother, Lore, following his disassembly in 2370.
-  The sailing ship, *Enterprise*, is a holodeck recreation of one of the earliest ships to bear the same name.



A continued

amoeba This mammoth single-celled organism, measuring approximately 18,000 kilometers by 3,000 kilometers, had an energy-absorbing membrane capable of paralyzing nearby objects or ships, which the amoeba could then consume. **Spock** was able to destroy the organism, and thereby save the **U.S.S. Enterprise NCC-1701**, by using a shuttle to implant an antimatter bomb in the cell nucleus. (*Starship Log*: 'The Immunity Syndrome' [TOS]) **SEE FILES 58, 68**

amusement park planet This planet, located in the **Omicron Delta** region, was utilized as an R & R destination by the **U.S.S. Enterprise** crew in the mid-23rd century. It was equipped with complex devices that could generate a three-dimensional likeness of anything, including fictional characters, that was in the imagination or memory of a visitor. (*Starship Log*: 'Shore Leave' [TOS]) **SEE FILES 3, 68**



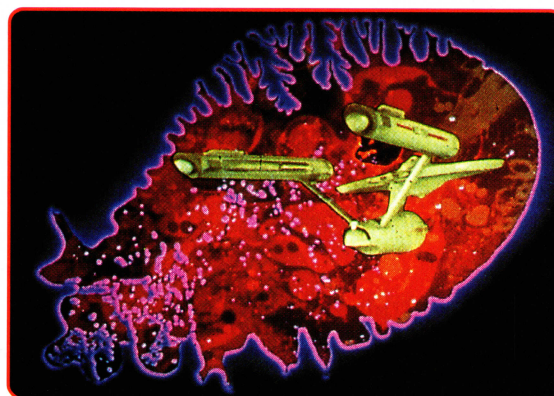
▲ **Kirk and Sulu visit the amusement park planet, where thoughts become reality and fantasies can be fulfilled.**

Anan 7 The leader of planet **Eminiar VII**, who tried to warn **Kirk** and a landing party to avoid his planet in 2267. As military commander, Anan 7 was responsible for the deaths of thousands of his own citizens, through an arrangement with the enemy planet **Vendikar** to avoid actual physical warfare. Kirk ignored the warning, and eventually persuaded Anan 7 to open peace talks with the Vendikar government. (*Starship Log*: 'Taste of Armageddon' [TOS]) **SEE FILES 18, 68**

anapestic tetrameter A method of poetic construction used by **Data** in his verse composition, 'Ode to Spot', which celebrated his pet feline. (*Starship Log*: 'Schisms' [TNG]) **SEE FILE 69**

Anara A **Bajoran** citizen who was an apprentice engineer on the **Deep Space Nine** station during the year 2369. (*Starship Log*: 'The Forsaken' [DS9]) **SEE FILE 70**

Anaya, Ensign April This **Starfleet** crew member served at the conn when the **U.S.S. Enterprise NCC-1701-D** encountered a **Cytherian** probe on Stardate 44704.2. (*Starship Log*: 'Nth Degree' [TNG]) **SEE FILES 19, 69**



▲ **Prior to the U.S.S. ENTERPRISE sighting of the amoeba, Spock 'feels' the destruction of the Vulcan-crewed U.S.S. INTREPID. The amoeba also destroys much of the Gamma 7A system.**

anbo-jytsu A hybrid martial art, adapted from various ancient Asian forms, that involves two blind-folded opponents striking each other with staffs containing range and guidance monitors. The combatants wear armor to prevent injury, and tally points for each landed blow and by forcing their rival outside the ring. On Stardate 42686.4, **Commander Riker** learns that his estranged father, **Kyle Riker**, had cheated during matches with his son. (*Starship Log*: 'The Icarus Factor' [TNG]) **SEE FILES 43, 69**

Anchilles fever A virulent illness that plagued **Styris IV** in 2364. The disease spreads rapidly and can reach epidemic level, resulting in agonizing death for millions of sufferers. (*Starship Log*: 'Code of Honor' [TNG]) **SEE FILE 69**

Ancient Philosophies A required course at **Starfleet Academy**. It was an especially arduous class for the scientifically-inclined **Wesley Crusher** during his cadet years. (*Starship Log*: 'The Host' [TNG]) **SEE FILES 19, 69**

Ancient West A **holodeck** simulation set in the 19th-century Earth town of Deadwood, in the American state of South Dakota, which enabled players to fill the roles of the sheriff and a mysterious stranger, among others. The program, designed by **Reginald Barclay** especially for young **Alexander Rozhenko**, malfunctioned in 46271.5, leaving Alexander and **Worf** to battle gunslingers compiled from **Data's** neural net. (*Starship Log*: 'A Fistful of Datas' [TNG]) **SEE FILE 69**

Andevian II The fourth moon of this planet was **Lwaxana Troi's** favorite place for romantic interludes. When she wished to have a picnic there with **Odo**, she reserved a **holosuite** at **Quark's** bar to devise the appropriate environment. (*Starship Log*: 'The Forsaken' [DS9]) **SEE FILES 3, 70**

Andolian brandy An exceptional liqueur. **Quark** attempted to placate the **Wadi** authorities who caught him cheating at **Dabo** with an entire bottle of the brandy. (*Starship Log*: 'Move Along Home' [DS9]) **SEE FILES 7, 70**

amoeba
amusement park planet
Anan 7
anapestic tetrameter
Anara
Anaya, Ensign April
anbo-jytsu
Anchilles fever
Ancient Philosophies
Ancient West
Andevian II
Andolian brandy
Andonian tea
Andorian blues
Andorians
Andrea
android
Andromeda Galaxy
Andronesian encephalitis
anesthazine
Angel Falls
Angel One
Angosia III
Angosian transport vessel
Angosians
anionic energy



▲ **Anan 7 was unable to deter Kirk and his crew from visiting his planet, Eminiar VII.**



▲ **The Ancient West holodeck program was designed for young Alexander, but went wrong when gunslingers started appearing.**



Andonian tea

The Earl Grey-drinking **Picard** was offered this libation by **Admiral Aaron** during his 2364 trip to **Starfleet Headquarters**. (*Starship Log*: 'Conspiracy' [TNG]) **SEE FILES 7, 69**

Andorian blues

A style of music, played often by the four-armed lounge musician **Amarie**. (*Starship Log*: 'Unification', Part II [TNG]) **SEE FILE 69**



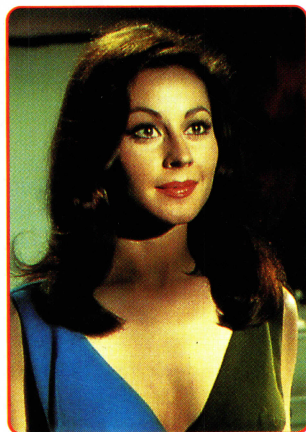
Andorians

An anthropoid race, they are distinguished by antennae on their heads. Although considered violent, they are **Federation** members, and a delegation went to the **Babel Conference** aboard the *Enterprise* in 2267. (*Starship Log*: 'Journey to Babel' [TOS], 'Whom Gods Destroy' [TOS], *Star Trek IV: The Voyage Home*, 'Captain's Holiday' [TNG], 'Data's Day' [TNG], 'The Offspring' [TNG], 'The Survivors' [TNG]) **SEE FILES 18, 68, 69, 75**

Characterized by their bluish pigmentation and antennae, the Andorians are sometimes regarded as violent, even though they are full members of the United Federation of Planets.

Andrea

A ravishing android built by **Roger Korby**, using ancient technology from the bygone race known as the **Old Ones**, that the archeologist discovered had lived beneath the surface of **Exo III** before being destroyed by their own android creations. (*Starship Log*: 'What Are Little Girls Made Of?' [TOS]) **SEE FILES 55, 68**



Dr. Korby's beautiful android, Andrea, was destroyed by a phaser fired by the suicidal android Korby when he realized his existence was futile and his humanity gone.

android

The generic name for members of a class of automatons, usually made to resemble *homo sapiens* using a combination of mechanical and biological materials. Notable androids include **Andrea**, **Norman**, and **Rayna Kapec**, but perhaps the most remarkable android in **Federation** annals is **Data**. He distinguishes himself by striving to become as human as possible, and is the first android to be legally granted citizenship status in the **Federation** as a conscious and aware being. (*Starship Log*: 'I, Mudd' [TOS]; 'Return to Tomorrow' [TOS]; 'Requiem for Methuselah' [TOS]; 'What Are Little Girls Made Of?' [TOS]; 'Encounter at Farpoint' [TNG]; 'The Measure of a Man' [TNG]; 'The Offspring' [TNG]; *Star Trek Generations*; *Star Trek: First Contact*) **SEE FILES 55, 68, 69**

Andromeda Galaxy

The nearest neighbor to the Milky Way Galaxy, it is believed to contain increasing levels of radiation that will make it inhospitable to its many forms of planetary life within 10,000 years. (*Starship Log*: 'By Any Other Name' [TOS]) **SEE FILES 3, 68**



Dr. Katherine Pulaski was the chief medical officer aboard the U.S.S. *ENTERPRISE* NCC-1701-D during an outbreak of **Andronesian encephalitis**.

Andronesian encephalitis

An airborne infectious disease characterized by inflammation of the brain. **Dr. Katherine Pulaski** treated *Enterprise* crew members who were afflicted by the illness around Stardate 42568. (*Starship Log*: 'The Dauphin' [TNG]) **SEE FILE 69**

anestheazine

This gaseous tranquilizer was used by *Enterprise* personnel to control mob disturbances and restrain uncooperative individuals, such as **Roga Danar**. Its use was limited by its ineffectiveness against androids and other non-biological beings. (*Starship Log*: 'The Hunted' [TNG], 'Power Play' [TNG]) **SEE FILE 69**



Angel Falls

The highest (c. 980 meters) uninterrupted waterfall on the planet Earth, it is located in Venezuela on the continent of South America. **William Riker** and **Deanna Troi** discussed visiting the falls during a shore leave in 2367. (*Starship Log*: 'Family' [TNG]) **SEE FILE 69**

Angel One

This **Class-M** planet, located near the **Romulan Neutral Zone**, supports a society governed entirely by humanoid females through representative democracy, with males being treated as inferiors. The **Federation** ship *Odin* was disabled near Angel One in 2357, with four crew members becoming fugitives on the planet. (*Starship Log*: 'Angel One' [TNG]) **SEE FILES 3, 18, 69**

Angosia III

A **Class-M** planet that sought to become a member of the **Federation** in 2366, during a period of civil strife. The Angosian government, which engaged in mind control and biochemical alteration of its citizens, also sought **Starfleet** assistance in capturing an escaped prisoner, **Roga Danar**, who had a reputation for extreme violence. (*Starship Log*: 'The Hunted' [TNG]) **SEE FILES 3, 18, 69**

Angosian transport vessel

A small craft, without cloaking or warp capabilities, that was used as a conveyance within the Angosian system. **Roga Danar** commandeered one of these ships during his escape from prison. (*Starship Log*: 'The Hunted' [TNG]) **SEE FILES 40, 69**

Angosians

The inhabitants of **Angosia III**, who had a long history of cultivating their minds within a nonviolent culture. During the **Tarsian War** of the 2300s, the government used biochemical techniques to create a superior military force. The war veterans, however, were unable to be integrated back into Angosian society and were incarcerated in a lunar penal colony. Angosia III's membership in the **Federation** was deferred until the resulting civil unrest was settled. (*Starship Log*: 'The Hunted' [TNG]) **SEE FILES 18, 69**

anionic energy

A type of energy formed from quantum-level particles, it was discovered in the brain synapses of *Enterprise* crew members who were in the grip of the **Ux-Mal** outlaws' mind control abilities. (*Starship Log*: 'Power Play' [TNG]) **SEE FILE 69**